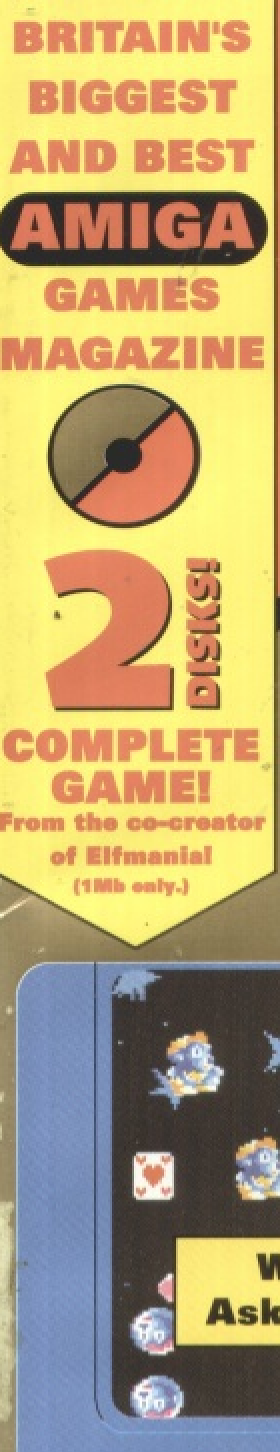
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THE ONE AMIGA



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HO! HO! HO!

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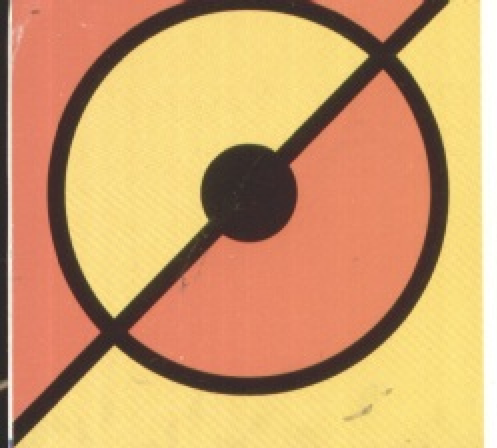
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THE IC


NORGE
Lillehammer'94



Screen shots from a selection of available formats (see above)



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BBC Frontline Ltd
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Telephone: (0733) 555161

Subscriptions & Back issues
Tower Publishing
Tower House
Sovereign Park
Lathkill St
Market Harborough
LE16 9EF
Telephone: (0858) 468888
Annual subscription rates (inc. postage): UK and BFPO, £47.40; Overseas surface mail, £49; Airmail Europe and Eire, £50; Airmail Zone 1, £75; Airmail Zone 2, £83.

The One is produced with Apple Macintosh Desktop Publishing, using QuarkXpress, Adobe Illustrator, Theatrics, Adobe Photoshop and a host of others. Film output by Team, 105-109 Oxford Street, London W1, and PrePress, 124-132 Clerkenwell Road, London EC1R. Printed by Passmore International.

Coverdisks compiled by Grants Computing.

Now look, we're getting a little fed up with people sending in faulty coverdisks directly to us. Please, please, please send them to; The One Coverdisk Returns, PC Wise, Dowlais Top Business Park, Dowlais, Merthyr Tydfil, Mid Glamorgan CF48 2YY. We regret that any coverdisk problems sent to us will remain unanswered.



There's been a air of real excitement in the office this month. For a start it's nearly Christmas, which always gets us going, and then I returned to The One after completing work on my top-secret project (I'd like to tell you what it was but if I did I would have to kill you, and frankly The One needs all the readers it can get), which resulted in much joy and jubilation from the team - in fact, so far Simon has only told me to "Shut up, fatso" twice. We're all so close, you know. And do you know what? I think this party atmosphere has flowed over into this issue of the magazine. And being the season of giving, we've even got a special Chrissy present for you - Galactic: The Xmas Remix, a complete game by Stavros Fasoulas. Hope you enjoy it! Anyway, have a good 'un, and we'll see you all again next years. Cheers!

DAVID UPCHURCH,





ents



BUBBA 'N' STIX..........82
Quite possibly the slickest game ever to come out of Core's software stables. Run, jump and skip your way to out massive review.

INTO THE CRYSTAL BALL...46
Wondering exactly what games you'll be playing over the next twelve months? Then wonder no more - the biggest round-up of 1994's games can be found here.

GAMES FEATURED IN THIS ISSUE





BOOT SECTOR

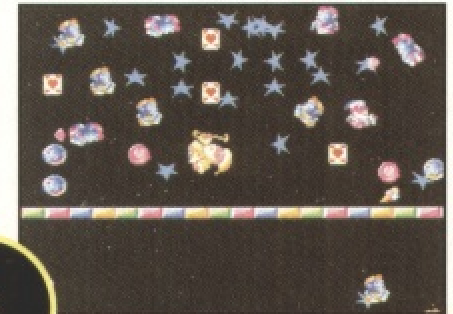
GALACTIC
Stavros Fasoulas





If I was to say "HO HO HO!", I think you'd know where I was coming from (and I don't mean live from Norwich). Yep, it's Chrimbo time and if there's one thing we love to do at this time of year (apart from play drinking games) it's bestowing gifts upon our beloved readers. Well, now is the time to sit under the tree with your eyes closed and your hands open, because Uncle Upchurch is reaching into his shopping bag, pushing aside all those 'special interest' magazines that he collects, and pulling out something very sparkly - and very FREE! Whatever could it be? Well....

About a year and a half ago (in the June issue I'm reliably informed by Simon 'Wealth Of Crap Knowledge' Byron), you may remember that we had a coverdisk demo of a game by Stavros Fasoulas that went by the name of Galactic. It was incredibly strange and incredibly good, and everyone was incredibly excited at the time. We've had a lot of calls since then from anxious readers begging for details of the game's release, but sadly it never appeared... (Times passes.)



Here we are, teetering on the edge of 1993 and about to tumble headfirst into 1994, bearing some good news: You are a winner! Yes, just by being a reader of The One, you have in your possession the full version of Galactic: The Xmas Edition.

Now things get a bit surreal here, so we'll take this chunk by chunk, direct from the author himself

BASIC RULES

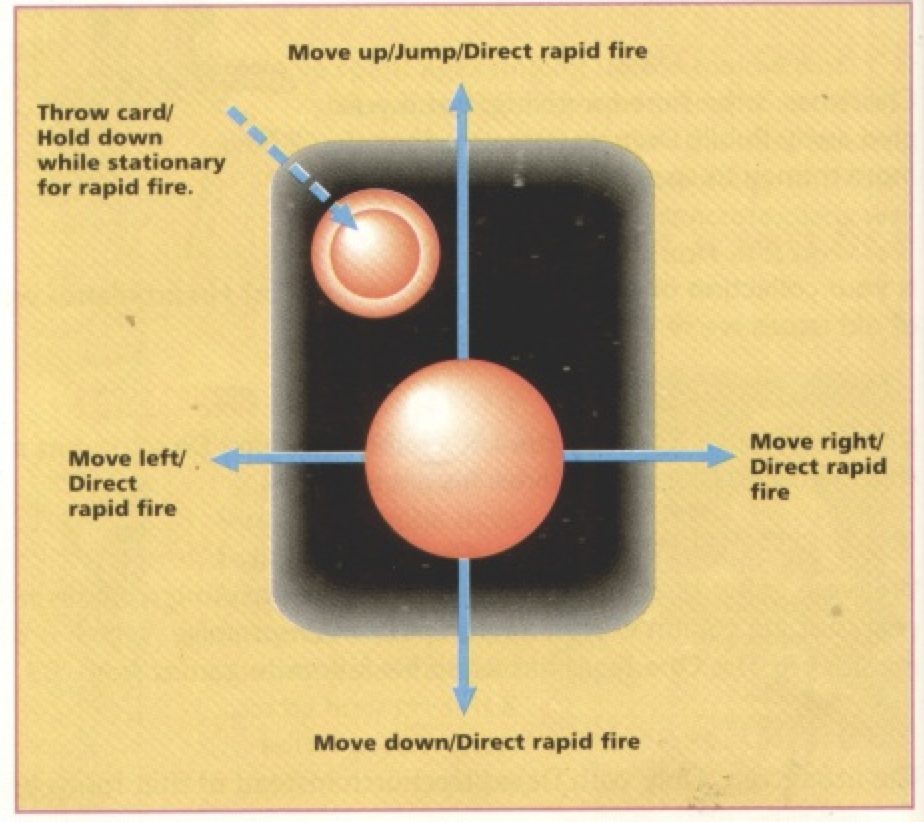
It's Christmas Eve and Santa is having a horrible dream in which the creatures from his deck of playing cards have assumed a life of their own and are running riot throughout his large castle. Unfortunately, being a caring 90's fellow, Santa has decided that he can't wake up until all the cards have been safely captured. Then and only then will he be able to leap into his sleigh and deliver presents to the sleeping kiddies.

So, you see, it's an important task and no mistake. But what does it matter to you? You're just a humble reader, aren't you? Well, you may have been once but now you're Santa. How do you feel now?

To trap the creatures Santa must run around the castle chucking cards at them (by pressing fire). Once hit, these creatures revert to playing cards and begin to fall towards the floor where they turn into collectible bonuses. If, however, you manage to catch them before they hit the floor then one of your two energy bars will be increased, depending on the colour of the card.

Two energy bars? Yes - Santa has developed the uncanny ability to change suits (either pink or yellow), and the corresponding bars at the top of the screen indicate the health for both suits. The bar representing Santa's current colour will deplete during play, so make sure that you swap between suits (by wandering into the miniature blue Santa) or collect the cards before they hit the floor. The game ends when the currently-controlled Santa's energy bar reaches zero.

When two creatures of different colour hit into each other they'll become trapped in crystal balls -





'So here it is, Merry Christmas, everybody's having fun'. Well I'm bloody not! I'm far too busy to even remember what fun is. But that won't stop me from showing you around this months bumper Boot Sector. Glass of sherry, anyone?

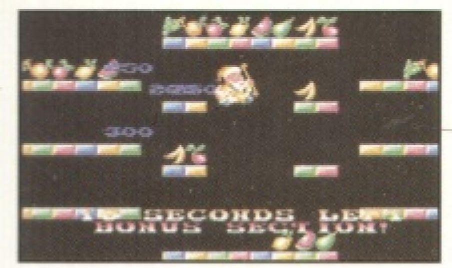


DISK A
GALACTIC

DISK B
ZOOL 2
BEETLE (A1200 only)

EMPTYING YOUR STOCKING

1. With a mince pie in one hand, take the desired disk from its wrapper and place it in your festive disk drive.
2. Looking out for Santa, turn on your Amiga
3. With a glow in your heart at the joy brought to children world wide at this time of year, use the function keys to select the demo you want to play.
4. Have a bloody good Christmas.



these need to be collected to release the creatures again. If a crystal ball hits the floor then it will turn into a toy and the opportunity to kill it and collect extra energy will be long gone. Once you've cleared a castle of all creatures then you'll have a few seconds to sweep the floor clean of goodies (if you manage to do this within the time limit then you'll be awarded a huge bonus) and then it will be on to the next level.

There are a number of bonuses and power-ups to collect throughout each level which are as follows:

• Toys increase your extra play time, which is given at the end of each castle.
• Bubble gum, drinks, ice cream, coins and musical instruments all cause various different effects - you'll have to experiment to see what though!
• The warp feature can be used by the more advanced players to enter higher level castles faster. To warp, the Santa must trap all of the escaped creatures in the cards. This is only possible if no crystals or cards are allowed to fall onto the floor (since that would turn them into a toy and the creature inside would be lost).

BONUS SCREENS

There are also a number of bonus screens which appear every so often. These are as follows:

• Santa will be taken to a bonus arena once in a while where he must defend himself against the jokers. Jokers disappear mysteriously if you try to trap them in playing cards, so extra energy won't be available at all during these screens.
• During The Love Chase, Santa gains points by managing to avoid the amorous attentions of the love-hungry women for as long as possible.

ADVANCED TOPICS

Just to keep you on your toes, there are a few additional things that pop up on later levels. Here's what they do and when they do them:

• The glass bricks are introduced in castle thirteen.
• A glass brick doesn't release anything when shot.
• Glass bricks destroy any object that falls on them.
• If a crystal drops on a glass brick, a new creature will be born to replace the lost one (this creature will be one level higher than the previous one). Also the empty crystal ball can be re-released by hitting any of the coloured bricks.
• When an empty crystal ball falls on a coloured brick it transforms it into a glass brick.

THE PAINT GAME

Every castle that has glass bricks also has paintbrushes. A certain paint pattern is introduced at the beginning of each castle and to gain a huge bonus score try to paint the whole of the toy floor to repeat the wanted pattern. To colour a brick, just bounce the brush on it. Only one brush can be picked up at a time. A brush is dropped by pressing fire (note that if the Santa is too close to the toy floor he will pick up the same brush immediately after dropping it).

ER, THAT'S IT

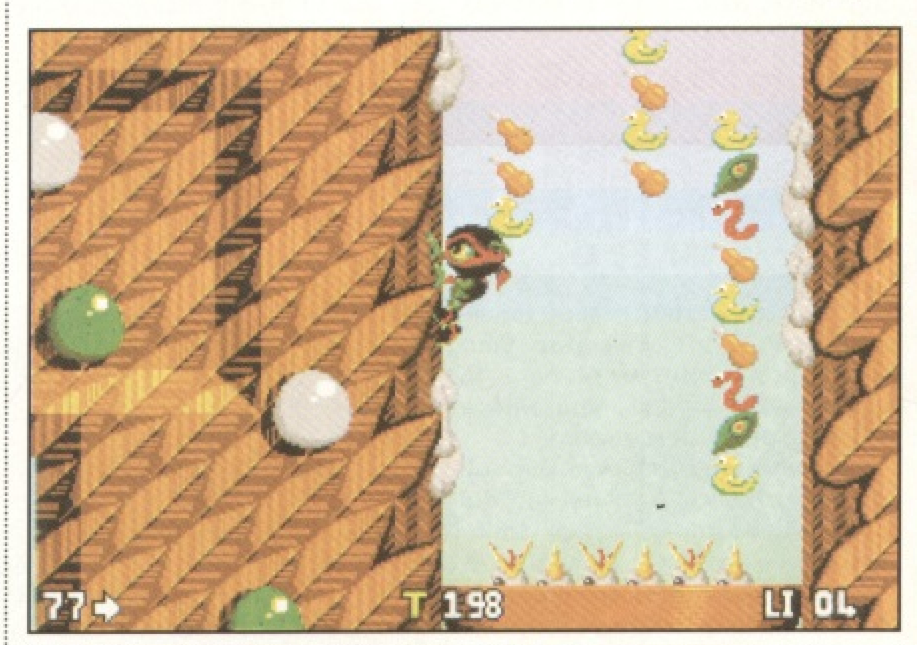
I know it all seems a bit complicated but, once you get going, it'll all make sense - I did say that things were going to get a bit surreal didn't I?

THANKS MATE!

We'd like to thank Stavros Fasoulas for allowing us to give away this specially-created version. Please note: Stavros Fasoulas still holds the world-wide publishing rights and, as such, it is illegal to duplicate Galactic: The Xmas Remix.

ZOOL 2
Gremlin



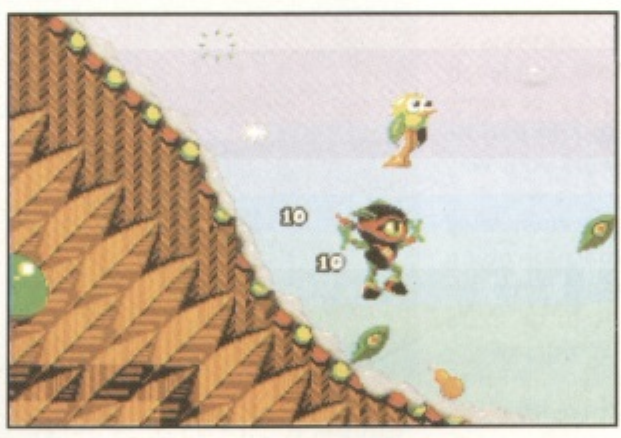


What can I say? He's back and he's beautiful! A quick glance at our two page review of Zool 2 will leave you with no doubts about his greatness, but just in case you do need further convincing, load up this stonking demo.

Yes, we are the lads to come to if you're looking for a full level of Zool 2 - and that's official! Here's your chance to sample first-hand the game that's already being described as 'a platform game.'

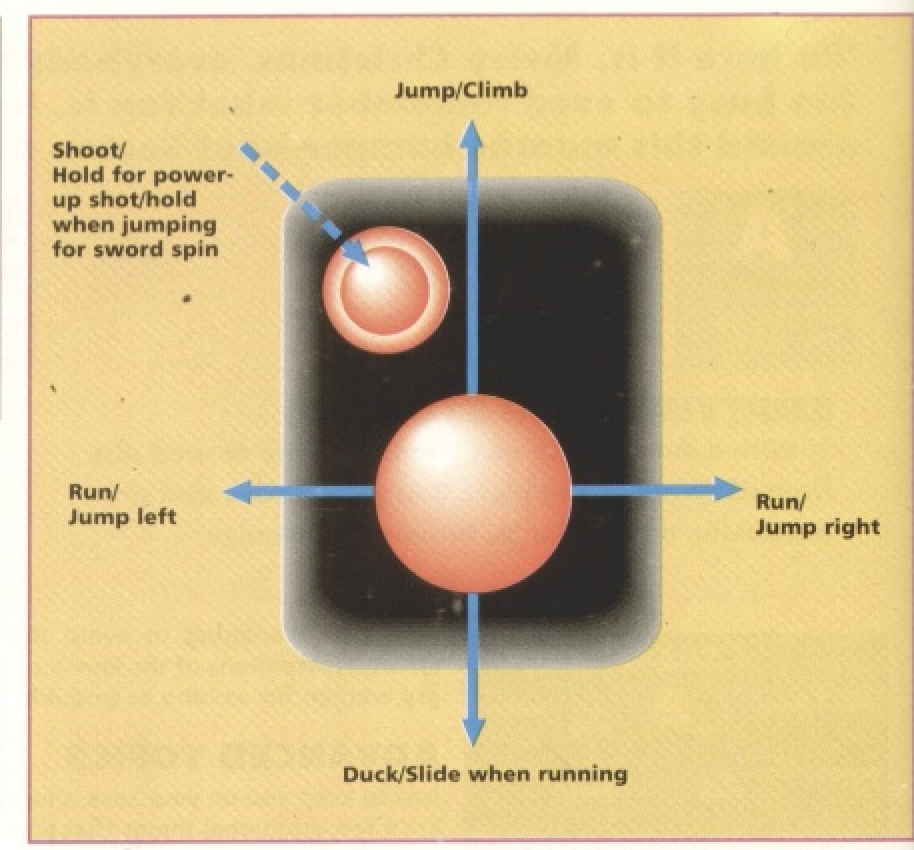
The aim of this level is about as simple as they come - collect 99% of the collectible toys, and then make your way to the exit. An indicator in the bottom left of the screen will give you a hint as to the general direction of the exit, while the adjacent counter will show exactly what percentage of toys you've collected so far.





There are a number of baddies across the level that will do their best to drain your energy, and eventually take one of your lives - but all is not lost. Some baddies will release energy hearts when killed, and there are also a number of Chuppa





Chups signs which, when smashed, will release energy icons. The Chuppa Chups signs may also release special icons which may reward you with anything from a shadow clone, to special shields, etc. Oh, just experiment and you'll see!

Also, be on the look out for any hidden rooms lurking behind false walls (there are enough of them) as they contain some of the loveliest gifts since, well.... these demo disks really.

If you jump and hold down fire, you'll go into a spinning attack which, apart from killing all known germs dead, is good for bashing through weak platforms and areas of the floor, although Zool can break through platforms from below.

Look, if you've got any doubts, have a read of the review on page 62 and I'm sure that it'll all become clear. Right, I've finished talking - you can all go and have some fun now.

BEETLE

Shareware

EXTRA GAME FOR A1200 OWNERS!

B

Hey! Got an A1200? Feeling lonely and unsatisfied? Well stop your weeping because we're here to sooth your troubled mind with a stunning piece of shareware.

If you've already flicked through this mag (which I'm sure you did about eight times in WH Smith before buying it and taking it home to meet your parents), you may have been strangely drawn to the well written and highly informative section known simply as 'PD Zone'. Just in case you haven't read it yet (well it's possible, I suppose) you'll find the highest ever scoring PD game in there, going by the name of Beetle. And guess what - we've got a demo of it for you.

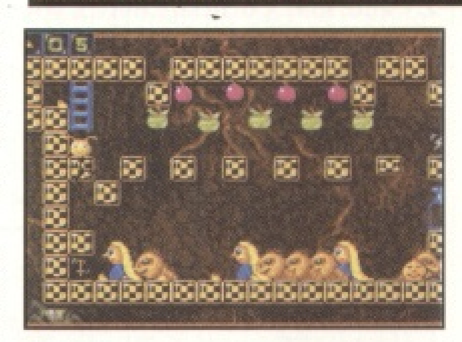


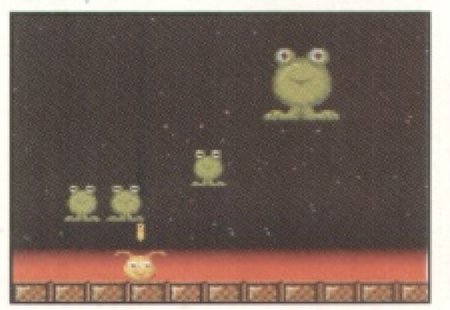
I'm working on the assumption that you've just flicked forward to PD Zone and now know more about Beetle than me, so I'll avoid telling you the same thing over again, but suffice to say that this demo includes a decent chunk of the total levels, not to mention one of the sub-games.

Make full use of the options to choose the speed, sounds and levels you want, and then get into some serious grub collecting and baddie bashing as you try to work your way up the garden wall.

At the beginning of each level you'll see a tiny fruit machine going round, and should you get three in a row, you'll be treated to extra points, lives, or a sub-game.

We're also lucky enough to be able to bring you a level editor in this package, so once you've completed all the screens in this demo (if you ever do) you can still enjoy your own customised levels. The editor is fairly instinctive, but has instructions included anyway (just in case you're not a very instinctive person, I guess).





I'm sure you'll agree that this is one of the best bits of PD that we've ever managed to bring you, and just remember that this is Shareware so send your dosh off and enjoy the full version complete with all the levels and sub-games. You won't be disappointed, believe me. Oh yeah, and don't be surprised if you find yourself humming the tune for about a week - we had to sedate David just to shut him up.

MY CRACKER DIDN'T GO OFF!

Due to the large number of disks we duplicate, some may not
go bang (i.e. work), and some of the jokes aren't very funny either. We're very sorry if you've got one of these, but don't despair - help is at hand. Whatever you do DON'T SEND THEM TO US! Instead, send them to this address with a SAE for 28p:

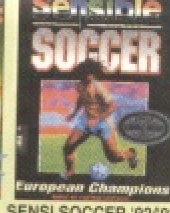
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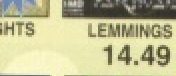
Once you've done this you can stare up the chimney and wait for your replacement cracker to arrive. If you think that you can solve your problems down the phone, call the PC Wise helpline on (0685) 350505 between 10:30am and 12:30pm on weekdays. Just in case you're really stupid, I'm cleverly substituting the word 'cracker' for the word 'disk'. Well done to those of you that spotted it first time round.

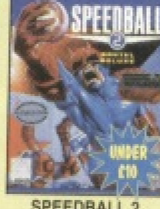
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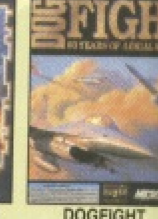




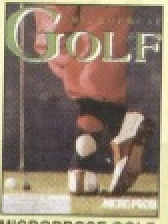
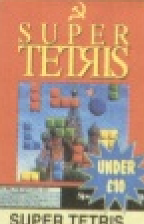
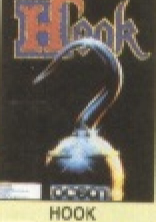
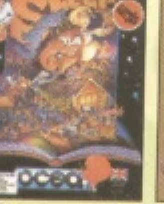
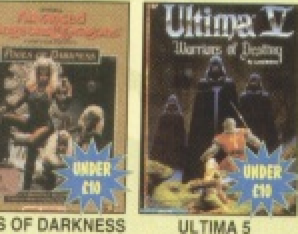
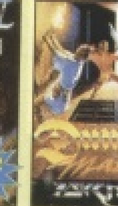






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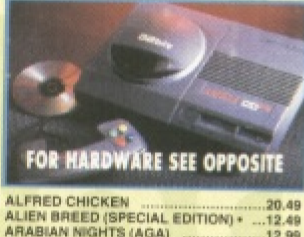
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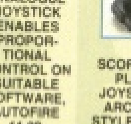
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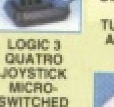
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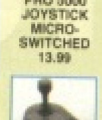

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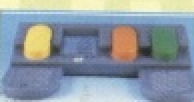
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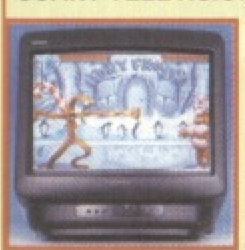
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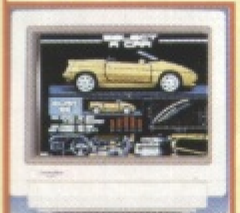
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NEWS

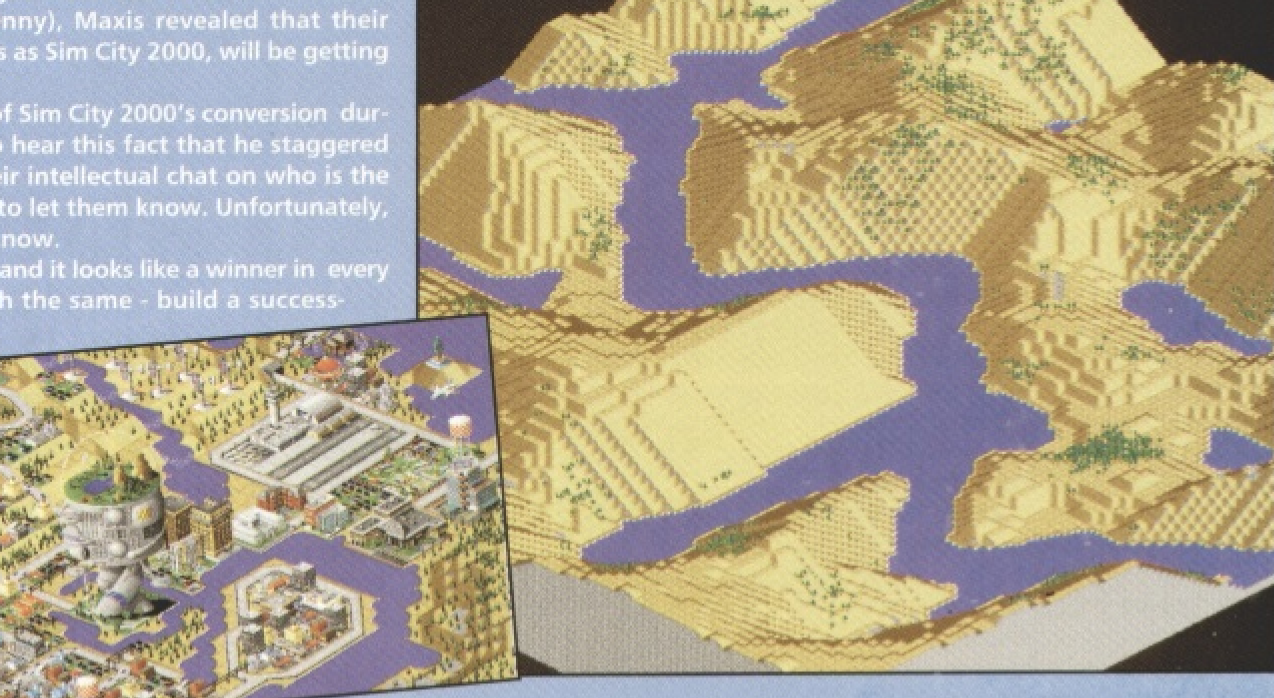
THE FUTURE OF MANKIND

Blimey, you don't get much more Stop Press-er than this! Literally minutes before these pages were due to be handed over to our army of designers (Jenny), Maxis revealed that their sequel to Sim City, know to its friends as Sim City 2000, will be getting an Amiga release.

Apparently, David heard rumours of Sim City 2000's conversion during a party and so pleased was he to hear this fact that he staggered over to the boys and interrupted their intellectual chat on who is the most attractive girl in the office just to let them know. Unfortunately, he forgot to inform yours truly until now.

We've seen the PC version running and it looks like a winner in every way. Gameplay-wise it's pretty much the same - build a successful community and keep your populace happy - but the graphics have been considerably enhanced and now feature raised areas of land, creating a 3D effect. You even have to set up a fully-functioning sewerage system deep below your city, one of the many features new to this sequel.

Sim City 2000 is set for an Easter release so you can expect, nay demand, more news pretty soon.



THE LAST SAMURAI?

Do you want the good news, the bad news or the better news first? In that order? Okay, here goes...

The good news is that Vivid Image Design's Second Samurai has finally hit the streets. Unfortunately, the bad news is that, according to Vivid Image boss Mev Dinc, this will be the last in the series. The better news, though, is that Mev and his team are leaving Samurai to work on something far more spectacular.

Having taken the standard Amiga just about as far as he thinks that it can go, Mev has decided that it's now time for VID to turn its attentions to the world of CD games. "CD interactive games should be just that," he says, "really interactive. There's no reason why a CD game shouldn't be as playable as any other game, instead of just providing half a gigabyte of extra graphics. CD can give extra depth to our gameplay, but it certainly hasn't proved itself yet - but despite this it still looks like it's going to be THE games medium of '94."

Mev is already putting his theories into practice with the initial development of Hodja, a multi-character adventure. The design and illustration work is underway and Mev would like to see this finished before a single line of code is written: "Designing a CD game should be very much like creating a movie," he says, "so we're currently trying to put it together scene by scene."

And speaking of the movies, the animation is in the more than capable hands of ex-Disney animator (of 25 years standing) Bill Hajee, whose previous work includes creating the mice in the animated classic, The Rescuers.

"I got involved with Mev when he showed me his plans for Hodja," says Bill. "I'll be doing all the animation frames for the game and treating it as if it is a proper cartoon. I've already finished some frames and the ideas we have seem to be working.

"For me it's a fresh challenge and I'm very excited about it. The accent will be on family entertainment. Although there'll be plenty of action, there won't be any over-the-top violence. The thing we're concentrating on is a strong sense of humour."

But what's the actual game about? "You play Hodja, an Arabian Knight who is always making mistakes," outlines Bill. "One day he visits his family for one of the younger children's birthdays. Unfortunately, Hodja decides to perform a magic trick to entertain the youngster but it all goes horribly wrong and all his relatives end up scattered across different time zones. So the aim of the game is to return your family to the present day."

Work is still at a very early stage as Hodja is scheduled for release in roughly two years' time but you can rest assured that we'll be hassling Mev until he lets us cover it.

DARKMERE IS HERE - ALMOST



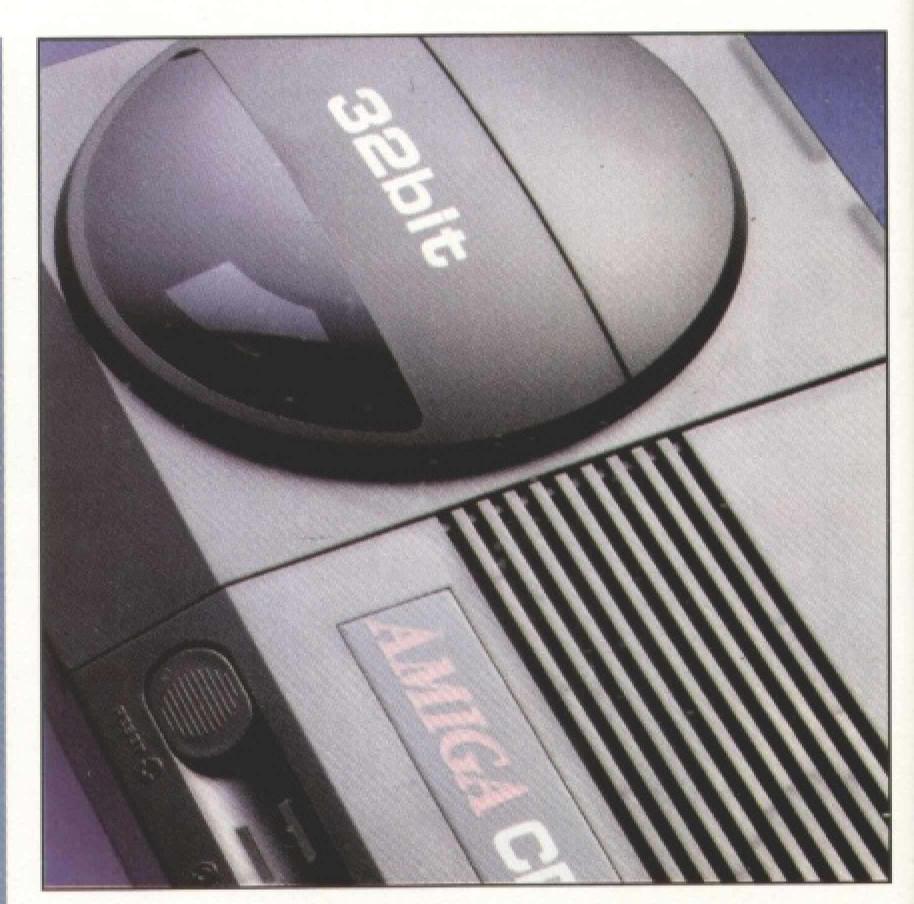
The amount of release dates Darkmere has had may look like the total for this country's budget deficit but it seems as if the end is almost in sight. Come February or March (1994, that is, although we wouldn't be at all surprised if Core had pencilled this one in for a '95 release) you'll be able to pop down your local computer store and purchase the game Core are already calling "very late indeed".

So what's happened and why has it taken so long? Over to Jeremy Smith, Core's jovial MD: "The game was started by one programmer who managed to get about 40% of the main code written before realising that the original design was way too ambitious for the hardware he was using. So after a few 'staff changes' we took the project in-house and virtually rewrote it from scratch.

"I think what we've got is a game which achieves 90% of what we initially expected. It's still a massive game but its delay is perhaps down to naiveness and bad management on our part."

Darkmere's final play-testing will take a lot longer than usual because of the size of the game and the amount of text it contains. According to one informed Core spokesman it "looks mega" and is "ripper". Sounds like he should be a journo.





CD ROW GROWS

Everybody seems to be in agreement that CD games are the thing of the future, but if a row currently brewing within the games business isn't resolved, they might just stay that way.

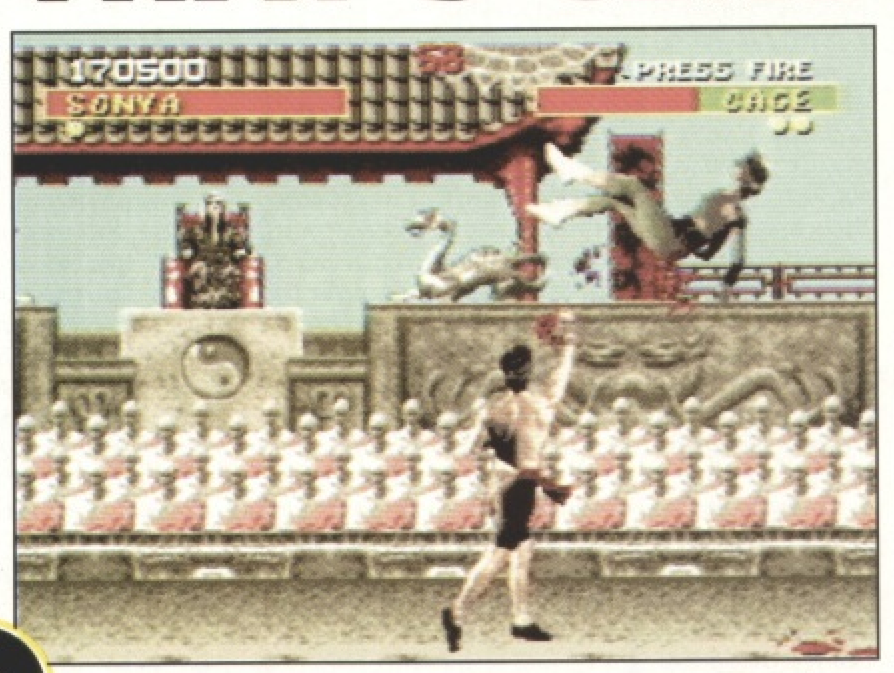
The problem revolves around the way that games make it from publishers' warehouses to the shops: at present, games are sold by publishers to a series of distributors, who then sell them on to your high street games store.

Now, with the coming of CD - most notably for the CD32 - publishers want to change things a little by reducing the amount of money the distributor makes. This, of course, hasn't gone down too well with the distributors, who are refusing to stock some CD titles.

Most of the major games firms, including Ocean, EA, Virgin and Psygnosis (which has just launched Microcosm, hailed as the first 'true' CD game) are involved in this bust up, and because of this it's unlikely to drag on for ages and ages.

In the meantime, if you don't see too many CD games appearing on your shop's shelf, you probably now know the reason.

THAT'S CENSORTAINMENT



Remember the sinking feeling you used to get when you went into your local video shop looking for a copy of Zombie Girl Killers From Outer Space, and the chap behind the counter asked you how old you were before he would hand it over?

Well, that whole scenario might soon become just as common in your local games emporium, as the European Leisure Software Publisher's Association (ELSPA, a sort of decision-making club for firm's involved in the computer games business) has come up with a series of classifications which could become commonplace from May 1st onwards.

If the system is eventually approved, it will mean that all games will be rated as being suitable for one of four age brackets: up to 10 years old, 10 to 14, 15 to 17 and 18 and upwards.

While we're not sure exactly what the introduction of this new system will actually mean (apart from numerous 14 year olds giving themselves false moustaches with their sister's mascara), it seems that ELSPA decided to some up with a system of classification before the Government did it for them.

Now all that remains to be seen is which unscrupulous game manufacturer is going to be the first to try to use an '18' rating to sell us a completely tame piece of tat?



COMMODORE LOSES ITS SHIRT

1993 almost ended with a bang for the lads and lasses at Commodore's UK base, as the firm finally unveiled its long-expected Full-Motion Video (FMV) cartridge for the CD32 and announced a whole new software bundle to go with the machine.

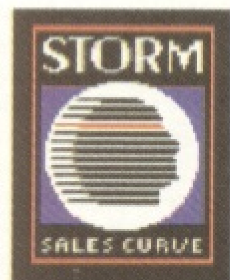
However, this news was tempered by a worrying set of financial figures from the firm's US parent company, which had lost a grand total of $365.5 million in the year leading up to the end of June 1993.

It's not exactly clear how this will affect the firm - and, more importantly, the CD32 - but it was tempered with the news that some new investment is expected shortly.

NEW STORM BREWING

You probably know this lot as Storm, you may even remember them as The Sales Curve, but the team behind next year's major CD32 release, The Lawnmower Man, would actually like you to call them SCI from now on.

That's right, Storm has become SCI (short for Sales Curve Interactive apparently), but apart from this it's business as usual, with the CD version of its 'virtual reality' movie licence still expected any day now.





SHOPS OPEN THEIR DOORS

Every month it seems that we report on yet more new games shops flinging open their doors to the country's high streets - and this month's no exception. In fact, with the current crop of outlets about to add to the existing glut of shops, it's a wonder that there's any room for anyone else anymore.

Perhaps the biggest mover and shaker on the high street of late has been music specialist HMV, which has just opened its 50th games department (having started 1993 with a grand total of 10). Plans for 1994 include equipping the next 10 HMV shops with game departments, and even possibly opening new hyper-departments, along the lines of the recently opened Level One in London's Oxford Street, in Birmingham and Manchester.

Another set-up which is looking forward to big things in '94 is Game, which plans to bring its grand total to just short of 60 by opening a further 30 shops throughout the year.

Finally, northern chain The Next Level is looking to expand throughout the country in 1994, with ambitious plans to take its current roster of five shops up to 50 by the end of the year.

Of course, you'd think that with all of these new shops opening it might lead to something of a computer games price war in the high street, but sadly this doesn't seem to be part of anyone's plans.

CHARTS

1	Alien Breed 2	Team 17
2	Frontier: Elite 2	Gametek
3	Body Blows Galactic	Team 17
4	Premier Manager 2	Gremlin
5	Championship Manager '93	Domark
6	Micro Machines	Codemasters
7	Goal!	Virgin
8	Hired Guns	Psygnosis
9	European Champions	Ocean
10	Syndicate	Electronic Art

Charts supplied by Virgin Games Centre

AN APOLOGY

Last month's Next Month page was only intended as a light-hearted page-filler and was in no way meant to cause any offence. We accept that the content of the editorial was unfairly harsh and we apologise unreservedly to anyone at OTE who may have been offended.

STRIP TEASERS

...Who is The Shadow? Well, that's easy to answer, as he's the latest Marvel comic character due to make it to the silver screen - with Wesley Snipes confirmed as the actor who will don the mask. What's not known is which softco will snap up the rights to what could be the hottest movie of '94 - the smart money seems to be heading for Manchester though. Remember - you read it here first...

...The seemingly never-ending series of games awards ceremonies continued last month, with the usual suspects heading off to Paris for the Tolt d'Or awards. Lucky winners this time around included Team 17, who carried off the 'Best Action Game' gong for Alien Breed II and Ocean's SWA (Squirrel With Attitude), Mr Nutz, who collected the Best Platform Game prize.

...The future of the annual computer and video games exhibition seems to be in doubt after a very poor 35,828 people turned out for this year's Future Entertainment Show, which took place at London's Olympia (this was down almost 20,000 on the previous year's total)...

...Tired of Sensible Soccer? In need of a change? Well, in that case you might like to try Virgin's Goal!, because not only has it suddenly dropped in price (by a whole fiver) to £19.99, Dino Dini's latest top-down footy game now also contains a copy of the Euro fanzine Golaccio!...

WINNERS DON'T DO DRUGS

Healthwise, a Liverpool-based drug education body, picked up a little more publicity than it bargained for with the release of its new Amiga game, Wrecked, a 'psychedelic adventure' designed to educate its users about the dangers of drug abuse.

Having originally made the news in its local paper, the Liverpool Echo, the story was picked up by Granada TV, then Radio One's Newsbeat programme and eventually made it all the way to the Sunday People.

The trouble is that most of the reporters involved missed the point of the whole exercise, and by the time the bandwagon had well and truly begun to roll, a number of consumer watchdogs and public figures (including two MPs, Timothy Rathbone and Olga Maitland) were up in arms, having firmly grasped the wrong end of the stick by assuming that this game in fact promoted the culture of illicit drug taking.

"This was all just knee-jerk moral panic," says Healthwise spokesman James Kay. "Neither Timothy Rathbone nor Lady Olga Maitland have actually seen any part of the game - nor have they taken the trouble to contact us and find out anything about how the game works.

"Wrecked is new and controversial because it understands that young people take drugs because they enjoy them. This might be difficult for the rest of us to accept, but it's no good hiding your head in the sand and hoping that the problem will go away."

A platform game, Wrecked is designed to be both fun to play and a serious way of educating people about the uses and misuses of drugs. The game's central character, Jo, moves through the game scoring both points and drugs along the way. Each drug found has a different effect - amphetamines and cocaine work as 'speed-up' icons, while LSD allows Jo to see things which were otherwise invisible. The point of the game is that it points out that drugs have bad effects as well as good. "We don't care too much if the game doesn't appeal to MPs," says Kay, "it wasn't written for them."

Healthwise is currently looking to set up national distribution for its game, but in the meantime Wrecked is available direct from the body itself - phone (051) 709 5505.

And remember... winners don't do drugs!

TO BE BRUTALLY FRANK...

Live report by Matt Broughton.

November the 11th saw the Brutal Sports Football open day at HMV's Level One, and what a day - with David and myself doing our usual job of picking up as many free hats, T-shirts and, of course, lunches. But first, let's recap.....

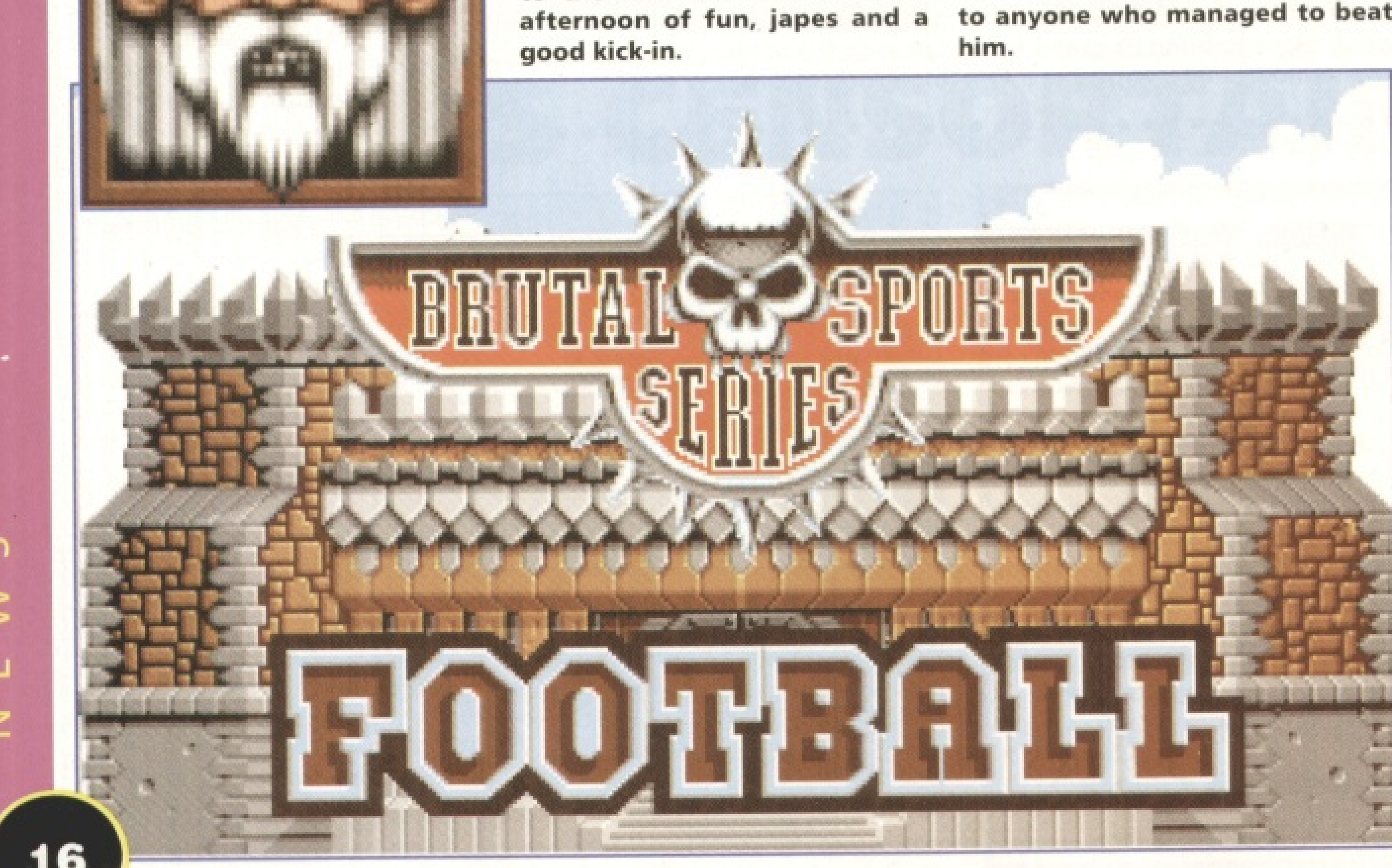
Cast your mind back (if you would) to our November issue, when not only did we award the brilliant Brutal Sports Football an impressive and 88%, but we also invited you to the HMV Level One for an afternoon of fun, japes and a good kick-in.

Millennium were there with the Brutal Sports Football World Champion, Steve Murphy, and offered prizes of posters and game-related freebies to anyone who took on the mighty Murphy, with a limited edition Brutal Sports T-shirt going to anyone who managed to beat him.

The day didn't start too well, with David sustaining an early injury when he splintered his pancreas trying to get up out of his chair (we always though they were one and the same) and then slicing his finger on a huge pile of The One issues that we were taking down to HMV to distribute. As a result, David suggested that I do all the work, all the interviews and carried all the magazines, while he would take care of any free food. It was a very kind offer (apparently) and I was more than happy to accept (again, apparently).



Anyway, our chauffeur-driven, er... taxi pulled up to the front gates of HMV palace, and thanks to the police escort we managed to get inside without being mauled by the crowds of kids that had come to see us (obviously, it also helped that there were no crowds of kids outside). Ho hum. Fame and its many facets.

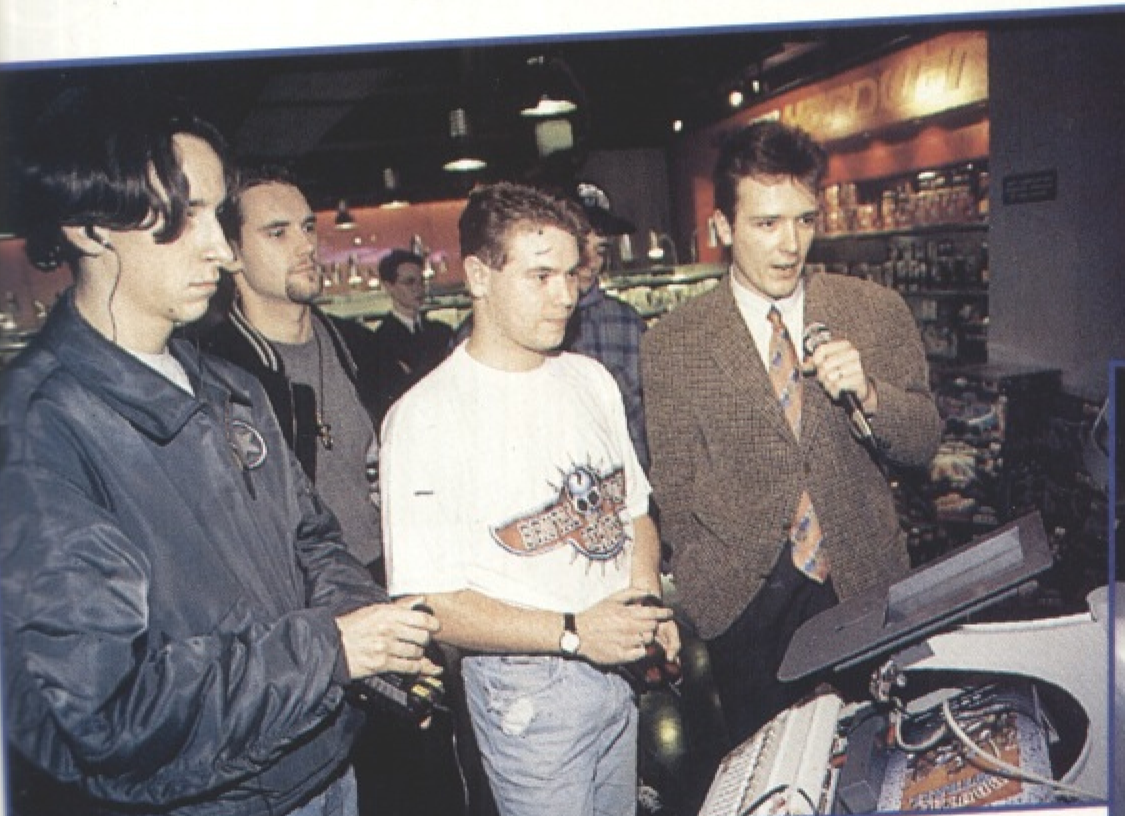




The first, and most obvious thing to do is to eat free food, but I managed to persuade David that we should check out the local talent first, so David took on Millennium's Keith Smith (far left) while I showed Steve Murphy (far right) a thing or two about losing games 6-2. I now consider myself about the best at losing 6-2 and would be happy to demonstrate this on demand.



Casual onlookers might be fooled into thinking that David has just won here, but in actual fact he's celebrating because the game's over and it's time to go upstairs for some free food. Dave is always fun to play against because you can be sure that his mind is somewhere else - usually in the nearest eatery.



(Left) Having satisfied David's hunger (for a few minutes), we returned to the games area and waited for the first brave challengers to arrive. Victim number one was Andy, who lost 12-3 to an impressive Mr Murphy. Andy is a Mega Drive player who used to own an Amiga. "If I still had an Amiga I'd probably buy this," enthuses Andy. "I like sports games and this one's got a bit of fun in it." Keith then duly dished out a free poster and a tattoo or two, but not until he'd managed to prise a microphone from the DJ and burst into his best karaoke version of 'New York, New York' The crowds dispersed but, strangely enough, came back as soon as we'd beaten Keith



(Above) Next up for a thrashing was Dean, who lost 12-1, but still said that he "liked sports games. Yeah, I'd buy it." At this point, Steve took the trouble to explain the rules to Dean, who declined the offer of another beating, took his free stuff, and left.



(Left) Things didn't get much better for the young challengers, as the mighty Murphy took on just about everyone he could get his hands on (and a few that he couldn't), but suffice to say by the end of the day, more than a few happy people had gone home with some excellent freebies - the only photo missing from here is the one of me and David sitting in the Burger King afterwards, comparing free gifts. Ah - another day, another T-shirt.



a shot



PC Screen shot

VID
BEN
SENTS

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Letters

Once again we find ourselves quite literally knee deep in your moans, queries and thoughts, and if your letter isn't here I want to know why. So get yourself a nice big pad of paper and a silky pen, and send me something I can read this very moment to the following address: Letters, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU; or Fax me on: (071) 972 6710. Get a move on then!

SEE THE CD

Dear The One,
Being an A1200 owner I am looking forward to the forthcoming CD-ROM drive. However, in the December issue of Amiga Format I read an article by David Pleasance. He said that he reckons the CD drive will cost around £270, but if you can buy a brand new CD32 for thirty quid more how the hell are they going to sell them?

Jamie Brynes,
Edinburgh.

Dear The One,
I own an A1200 and am thinking about buying a CD drive for it. But I have recently found out that the estimated price for it is around £270. Why is the price so high? I might as well buy a CD32 instead but I've basically already got half of the CD32 in my A1200. I'm hoping that the price will come down by at least £100, because a lot more people would buy one then. I am pleased with my A1200 but am concerned about the amount of disks and disk swapping, etc, that all the new games need, so CDs seem the only way to turn.

Robert Pogmore,
Bedfordshire.

I agree that the price difference between the CD32 and the A1200 CD drive ought to be a little more marked, but don't forget that the CD32 is much more than an A1200 with its keyboard and floppy drive lopped off and a CD drive bolted on. It features extra graphics hardware and has the advantage of being built as a whole self-contained unit, while the CD drive has to be built as a peripheral that interfaces legally with your A1200, thus increasing the production costs. Don't moan too much - in comparison with similar CD drives for the PC, £270 is a very, very reasonable price.

VIOLENCE? LOVE IT!

Dear The One,
I was just flicking through The One's November issue, and a letter entitled 'Macho Moan' written by Roland Pingree caught my eye. First things first, I am a girl and I happen to adore 'macho' games.

I love Cannon Fodder, Theatre of Death, etc. It is not sexist to make these type of games, the only thing sexist is (as Roland did) to presume that only boys would like them. That really makes me mad. Girls happen to like macho games, not all girls - but then not all boys either!

I know that Roland was trying to be nice and stand up for girls, but I (and the majority of girls in the computer world) just don't need standing up for. Nice try though, Roland.

Anyway, I'm off to finish reading your excellent magazine. Keep up the excellent work.

Lissy Ries,
West Midlands.

I think that says it all...

SEXISM? LOVE IT!

Dear The One,
After reading the letter by Roland Pingree in the November issue of your superb magazine, my blood boiled. How can he state that women do not appear enough in computer games. Let's face it, women are not worthy to appear in such masterpieces as Sensible Soccer. How sensible would it be with a load of women in it?

Or how about a Double Dragon clone aptly named Double Dragoness. This game sees two sisters, Sharon and Tracy, battling their way through ten levels with muscle-packed, knife-throwing, spear-chucking, chain-cracking and machine-gun toting women.

That reminds me - aren't women body-builders the most disgusting thing you've ever seen (except David Upchurch naked perhaps)? Anyway, back on the subject of games based around women, how about Laura Mansell's Driving. The point of this game is to drive a Ford Cortina down a high street ignoring all the other cars and pedestrians.

Why should the computer industry bow to this weaker sex's needs? Let's face it, only five or six percent of Amiga owners are women or girls, so if there were games especially for women, they would not sell in sufficient numbers to merit such

MAGNUS MAGNUSSON.

Name: David Upchurch.
Occupation: Editor of The One.
Chosen subject: Answering all these bloody readers' questions.
You have two minutes starting... now.

Dear The One,
(1) I would like to know if the CD-i games will be compatible with the CD32 or if a special CD32 will be built to cope with other CD console games, music and films.
(2) Will the price of the CD32 be coming down after the new year?

Chris Fyfe,
Glasgow.

(1) No. 'Fraid not.

(2) How on Earth should I know? I realise that I share the same first name as Commodore UK's boss but I can't read his mind, you know.

Dear The One,
(1) Will A1200 versions will be coming out for Beneath A Steel Sky, Rise of The Robots and Jurassic Park.
(2) Are Renegade/Bitmap Brothers planning to make a Speedball 3 and Gods 2 as these two games deserve a sequel.
(3) Does Deliverance and Wrath Of The Demon work on the A1200?

Sylvester Williams,
Streatham.

(1) Yes, yes and yes - in that order.

(2) There are no plans at the moment.

(3) As far as we know, yes.

Dear The One,
(1) Do you know if UBI Soft are doing a follow up to Dynablaster - if so, when will it be coming out?
(2) Are there any more four-player games other than Dynablaster or Bug Bomber?
(3) I own a A1200 and have the standard versions of Pinball Fantasies, Nigel Mansell and Wing Commander. Do you know if the companies do a trade in offer so that I can upgrade the game without buying it twice?
(4) What has happened to Arabian Nights AGA version?

Mark Ambrose,
Poole, Dorset.

(1) No plans as yet. Who knows though? They may decide to convert Super Bomberman, an enhanced version of Dynablaster, back to the Amiga.

(2) Not that I know of.

(3) No.

(4) It's been put on the back-burner, sadly.

games. Anyhow, some games do contain women - the two biggest fighting games both contain women: Maria and Chun-Li from Body Blows and Street Fighter 2 respectively.

So come on, stand up and join with me by placing your hand on your heart and saying "We ARE superior!" They are nothing compared to us for we are men and they aren't.

Daniel Lovell,
Petersfield.

We do have Daniel's full address if anybody wants it...

AND THE WINNER IS...

Dear The One,
As times are hard, I have had to cut down on the amount I spend on Amiga mags per month. At the moment I buy five, so I set about finding which mags were the best, and yours came out tops (of course - Ed.), with CU Amiga second and Amiga Format third.

Your big plus points are your coverdisks, previews and reviews - your rivals don't stand a chance. From now on it's only The One for me (and maybe CU if I'm pushed!)

Please keep two disks or maybe three, but never make the mistake of going down to one.

Mark Ambrose,
Poole, Dorset.

Er, right, er, thanks.

EMULATE! EMULATE!

Dear The One,
Nowadays almost every Public Domain library has a range of emulators for sale, allowing users (if they have the right equipment) to port over previously non-compatible stuff to their own machine.

Some emulators, especially those of 8-bit computers, include some free example software on the disk as well. Isn't this illegal? Surely in the eyes of such an organisation as FAST this is seen as a form of pirated software - albeit from an inferior machine. Or is it just that nobody is bothered about the once all-mighty 8-bit computers any more because there are so few of them around nowadays?

It would be interesting to hear your views on this subject.

Stuart N. Hardy,
Sheffield.

It's illegal in every way. Not only is the software copyrighted, so's the computer's ROM, which is normally part and parcel of any emulator. However, I doubt if anyone is really THAT bothered about a now long-extinct computer being emulated - it's not as if Sinclair are going to be losing money due to decreased Speccy sales, is it?

ELITE 2? ELITE POO, MORE LIKE!

Dear The One,
I have just wasted £29.99 of my money on buying Frontier: Elite 2. After taking five years to create, quite frankly I think it is a complete waste of time. It makes me so furious after reading your magazine raving about the game and waiting in anticipation for it to be released, only to be utterly disappointed upon playing it with the crap control system when you are in space.

I just feel like throwing it away. The game is seriously let down by the way you fly through space. The idea of your ship moving in one way whilst you are pointing your nose in a different way hinders the playability so much. Why couldn't Mr Braben keep it like the control system in Elite? In making it so accurate, Mr Braben has totally ruined the playability. Sometimes you end up travelling so fast, that no matter what you do to turn your ship, you still keep going in the same direction.

I loved Elite so much, and to waste my money on what is little more than trash leaves a bitter taste in my mouth. It's things like this that turns people to piracy - paying so much money for something, only to find it totally unplayable. It will be a long time before I part with my hard earned cash on something which is supposed to be a landmark in Amiga gaming.

Simon Smith,
South Yorkshire.

Oh dear. How long did you spend playing Frontier, Mr Smith? Five minutes? Ten? If you spent a little more time with it you'd find it's not 'totally unplayable' - far from it, in fact. Learn a few basic techniques and you can have some superb dogfights, just as good if not better than those in Elite. Why not try out our tips in last month's issue if you're having trouble. Tsch!

ANOTHER CD32 LETTER

Dear The One,
So the CD32 has arrived. Well, I'd like to express my disbelief at most computer games manufacturers' attitudes. They complain bitterly about piracy, then along comes a new virtually pirate-proof format and they sit on their laurels and wait to see if it sells. If they cared about their future, they should convert all their good games to the CD format NOW.

The games don't need massive upgrading to make use of the CD32's custom chips - I heard a rumour that a good game is based upon good game play! What the CD32 needs are games to make it sell. Sure it will cost them in the short run, but in the long term we're all better off. Maybe then they won't blame their poor sales on pirates and will be forced to make sure the games are worthy of release and we in turn will be treated to a new generation of games and conversions of great stuff like Day Of The Tentacle will appear.

Paul Duncan,
Highbury New Park.

LATE DATE

Dear The One,
I think your magazine is one of the best but I have one minor complaint. In your October issue you reviewed Jurassic Park and you wrote that it was out now. Then in the November issue you reviewed Beneath A Steel Sky - again, out now. "So what?" you might say. Well, I am a member of Special Reserve and when I ordered both games I was told that they're not out yet. Guess when Beneath A Steel Sky is being released - February 1994! Please start getting your dates right.

A. S. Edon,
Somerset.

We do try to get our release dates right but the software companies are a law unto themselves, chopping and changing release dates literally overnight.

YET ANOTHER CD32 LETTER

Dear The One,
I have just bought a CD32 and was incredibly please to see that Commodore are advertising it. This should make a lot of people who don't think Amigas are any good realise that they are the best machines around.

I decided to go down to my local Comet and check out what games have been released for it so far - I'd heard that games like D/Generation and Robocod were already out. There was an absolutely huge section dedicated to Sega and Nintendo (why I don't know) but to my shock there was a tiny section dedicated to the brilliant Amiga.

There was a CD-I somewhere else in the store with a golf game which had fully digitised graphics running on it. I couldn't wait to see what they had running on the CD32, but all they had on it was a piece of PD software that had been put on a CD (no offence to PD software, but it just didn't show what the CD32 can do).

Now if I hadn't already bought a CD32 and known what great games were coming out for it, then I would have saved up another £70 and bought a CD-i. The only games they had there for the CD32 were old CDTV titles like Mind Run and Asterix. They didn't have anything written down about the CD32 like that it's the first 32-bit CD-based console, etc. They didn't even have the price there.

Commodore must know that this would be turning people away from the Rolls Royce of a CD32 to the Skoda of a CD-i. Surely Commodore should put their foot down or they'll be losing money?

Robert Wilson,
Coventry.

P.S. When's Mortal Kombat coming out on CD32?
P.P.S. Any chance of a photo of Jenny?

That's not really Commodore's fault - after all, it's up to Comet what they push in their shop. As CD32 sales increase and more CD32 software becomes available, you should see a turn around.

THE OLIGATORY PIRACY LETTER

Dear The One,
I am a games pirater (boo! hiss!). I am ashamed of the fact, but do it anyway. The reason for this is that I just can't afford the price these games are sold at. I buy budget games and am going to buy Stardust because it is £17, but £26 is too much.

I believe the pirating problem is in a vicious circle as I know I would buy games, not pirate them, if they were £17. Because of piracy, the games have to be sold at £26, and because the games are £26, the games have to be pirated... and on... and on.

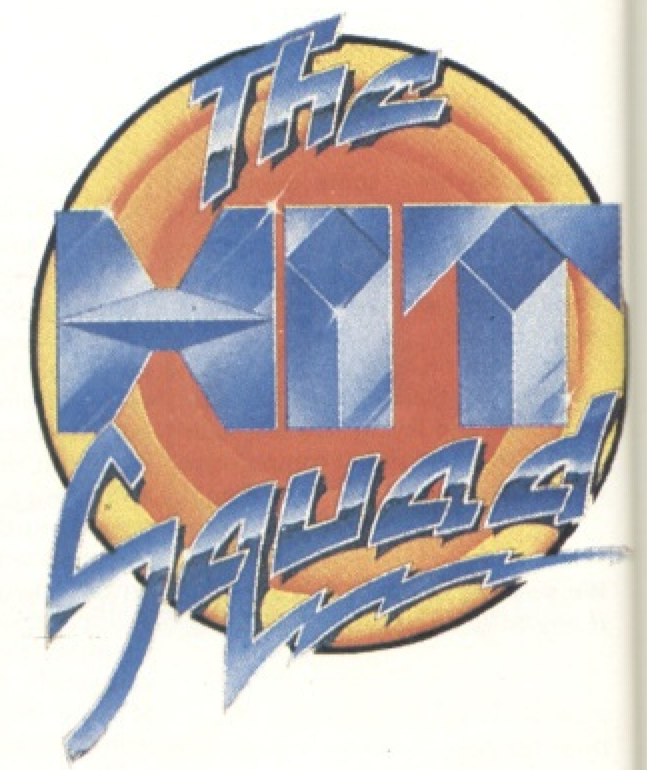
I feel I could justify myself. I pirate games and think 'This is really good, I'll buy their next game', but if I don't pirate the games I don't get to see the games at all and lose out. My reason for pirating does no harm to the software firms as they wouldn't receive any money from me whether I pirated the games or not.

There are some who could afford to buy the games yet still pirate, and I think they are the gits who are destroying the software industry not me. I know I'll be hissed off when my first two games come on the market in the next year (I'm not going to tell you what they are, because you'll just slag them off when they come out) but that's life and it would be all I deserve.

Mr X,
Xmoor.

Yeah, he's right you know. Those are the exact same reasons I'm going to nick a brand new Porsche. After all, if they cost £200 I'd buy one, but I just can't afford the price they're asking. And if I don't nick one, how would I be able to find out how good they are and see whether their next model is worth buying or not?





WIN!

EVERY HIT SQUAD GAME EVER RELEASED!

PLUS! EVERY OCEAN GAME RELEASED DURING 1994!

Hic! Blimey, we've positively overdosed on festive cheer this year. We've teamed up with our great mates up at Ocean to offer what has to be one of the best prizes an Amiga games player could ever wish for. It seems that dreams really do come true at Christmas!

Yes, contained within the next three pages is your chance to win EVERY Hit Squad game EVER released (worth over £800!!!). And that's not all. The lucky winner will also be able to claim a free copy of every full-price game Ocean release over the next twelve months, and when you consider that that's going to include such delights as TFX, Odyssey, Mr Nutz, Ryder Cup, along with a whole host of others (some of which are big name licences, but we're not allowed to say anything about them at the moment) then you can see that this really is a prize worth winning.

Obviously a prize like this deserves to be awarded to an extra special person - someone who can prove they are worthy of such a top freebie. So we've devised what must surely rank as one of the toughest quizzes ever. Just fill in the entry form on page 26 (or a photocopy, if you don't want to tear up your magazine) and send it to Bumper Festive Compo, The One, 30-32 Farringdon Lane, London EC1R 3AU. Don't worry if the questions appear to be too tough - if anyone gets more than 50% correct I'll eat my socks. Or I'll get Matt to, at least. The closing date is 21st February 1994, after which we'll pick one lucky winner who'll be the recipient of the biggest parcel ever.

So eyes down, etc,etc. Prepare for some serious brain taxing.

ANAGRAM SHENANIGANS

Oh no! Someone's take a number of chart-topping games and rearranged the letters. Sort them out for us, would you?

(1) A Moan Angers '39 Hip Chimp
(2) Hack Flabs
(3) Dice Rocks
(4) Fore Such An Ice Ant
(5) Test Reed Risk
(6) Susie Or Dan Can
(7) Rain-rat
(8) ID Her Gnus
(9) Chime Acre Simon
(10) Heat Teeth For A Date

MATCH THE INTROS

Below you'll find ten intros to ten of this year's reviews. All you have to do is match them up!

(1) Michael Jackson may have been Bad, but certainly not as rubbish as Microids' supposed sports sim. Simon Byron dishes the dirt.

(2) All we said was "as much money as you can collect before someone kills you" and with that Matt Broughton sprinted off into the distance, never to be seen again.

(3) David Upchurch chomps on a burger and carefully puts the wrapper in the bin in his eco-minded review of Virgin's platform blaster.

(4) Hey, have you heard the one about the two gobli(i)ns who, having escaped from one silly, illogical adventure, ended up in another? No? Simon Byron has...

(5) David Upchurch visits Iceland, the Azores, Monte Carlo, Algiers and fabled Atlantis, battles Nazis and saves the world, all in the company of a beautiful woman - and he never had to leave the comfort (?) of the office once...

(6) David Upchurch resists the temptation to rehash old jokes about "something big throbbing between his legs" as he reviews the new bike racer from Psygnosis.

(7) He's played every football game there is! He's even good at one or two of them! Yes, it's The One's very own Kev Keegan, Mr Matt Broughton!

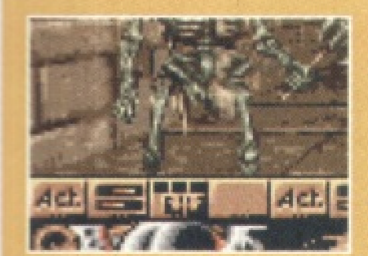
(8) Bruck, bruck, it's Simon Byron using the word 'chicken' twelve times (including this one) as he checks out Mindscape's cute platform game.

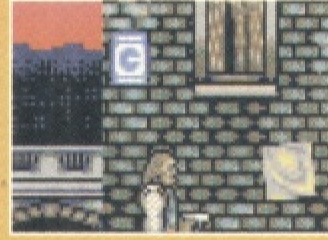
(9) Cue the big orchestral fanfare, cue the vibrating kettle drums, cue Simon Byron - Flair's Space Epic has just touched down in the sea of mediocrity.

(10) Why is it that worlds in need of saving always have silly names? Matt 'how do you spell this?' Broughton travels to a distant land to tackle Psygnosis' latest RPG-ish offering.

(A) Whale's Voyage
(B) Indiana Jones and the Fate of Atlantis
(C) Gobliins 2
(D) Prime Mover
(E) Mean Arenas
(F) Global Gladiators
(G) Super Sports Challenge
(H) Perihelion
(I) European Champions
(J) Alfred Chicken

DEMOS, DEMOS, DEMOS


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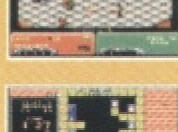
Above you'll discover some vastly enlarged screenshots taken from coverdisk demos we've given away over the year. All you have to do is name each one from the options supplied. Easy, eh?

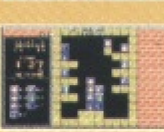
(A) Trex Warrior
(B) Alfred Chicken
(C) Space Hulk
(D) Bubba 'N' Stix
(E) Suburban Commando
(F) Deep Core
(G) Pyscho Santa
(H) Doctor Who
(I) Ishar 2
(J) Burning Rubber

SPOT THE BLURB

This bit's quite tough. We've hand-picked a selection of magazine quotes printed on the back of five Hit Squad games. All you have to do is match the blurb to the games...
(Even if you don't know, you can still work it out with a bit of common sense)







(1) "Enjoyable... fun for all the family." Games X
(2) "Loads of colour and lots of varied pictures make the game visually interesting." C&VG
(3) "It really is a superb arcade conversion." CU Amiga
(4) "Classic arcade action garnished with a torrent of gore... addictive as the coin-op." ZZap (Amiga)
(5) "Definitely worth a play or two, or maybe lots." C&VG (Amiga)

(A) Trivial Pursuit
(B) Escape from the Planet of the Robot Monsters
(C) Pictionary
(D) NARC
(E) Puzznic

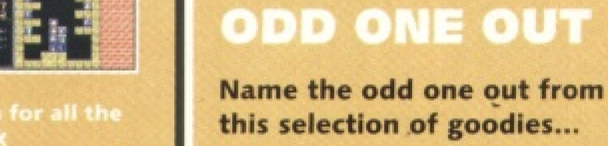
SPOT THE DIFFERENCE

Hang on - aren't these two Burning Rubber pictures identical? Nope - there are five subtle differences and all you have to do is tell us which squares they're in.

A	B	C	D
E	F	G	H
I	J	K	L







ODD ONE OUT

Name the odd one out from this selection of goodies...

(1) Gods, Speedball 2, The Chaos Engine, Super Sports Challenge
(2) Blastar, Deep Core, Fireforce, Abandoned Places 2
(3) Dropzone, Jimmy White's Whirlwind Snooker, Virus, IK+
(4) Street Fighter 2, Mortal Kombat, Body Blows, Pit Fighter
(5) Terminator 2, Predator 2, Predator, Red Heat.
(6) Batman Returns, Jurassic Park, Lethal Weapon, Hudson Hawk
(7) Sensible Soccer, Kick Off, Goal!, Kick Off 2
(8) R-Type, Xenon 2, Project X, Disposable Hero
(9) Uridium, Rainbow Islands, Fire and Ice, Uridium 2
(10) Sleepwalker, Zool, Burning Rubber, European Champions.



WHICH OCEAN GAME?

Just answer the bleedin' questions!

(1) In which Ocean game did you play a dog called Ralph?
(2) Which Ocean game was a conversion of a film starring Robin Williams?
(3) For which Ocean game did the Utah Saints provide the intro music?
(4) Which Ocean movie licence was created by DID?
(5) Which Ocean game was a conversion of a film starring Bruce Willis?
(6) Which Ocean game was the sequel to Rainbow Islands?
(7) Which Ocean game was a licence of a Sam Raimi film?
(8) Which Ocean game was a licence of a Tim Burton film?
(9) Which Ocean game was a licence of a prehis toric Stephen Spielberg film?
(10) Which two Ocean games were licences of Paul Verhoeven film?

THE ONE FUN

Here are fifteen The One-related questions from the past year. Just give the correct answer to each and you'll be laughing.

(1) Leeds United Champions! scored 18% overall in our January issue. But what was unusual about its percentage for sound?
(2) Who wrote January's Psycho Santa coverdisk for us?
(3) Who, in the February issue, said, "If the Amiga was to die tomorrow, then the industry would have a big problem"?
(4) We previewed FA Premier League Football way back in February, but since then the game has had a change of name. What has it been changed to?
(5) The One bid a sad farewell to a team member in March. Who was it?
(6) Why was Crystal Kingdoms Dizzy different to the other Dizzy games it followed?
(7) What comic-book character was featured on April's cover?
(8) What was the first word of David's Superfrog Verdict?
(9) Name the oh-so-lovely new staff member who popped up in the Reviews Intro page for the first time in June?
(10) Who drew the Jurassic Park artwork for the July issue?
(11) Yet another new staff member appeared in July. But who?
(12) What complete game from Thalion did we give away in August
(13) What new Amiga was unveiled by diddy David Upchurch in August?
(14) Which Big Breakfast star co-hosted September's CD32 launch?
(15) Which game scored the highest in October: Blastar or Disposable Hero?

ENTRY FORM

Stick your answers on this (or a photocopy) and send it to: Bumper Festive Compo, The One, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 21st February 1994, after which we'll pick one lucky person who'll win every Hit Squad game ever released, along with every full-price Ocean game released during 1994 (please state which format). If no-one gets all the answers right then the winner will be the person to correctly answer the most questions. In the event of two or more readers correctly answering the same number of questions, the winner will be selected randomly. The Editor's decision is final and no correspondence will be entered into. There is no cash alternative to the prize.

ANAGRAM SHENANIGANS

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SPOT THE BLURB

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DEMOS, DEMOS, DEMOS

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THE ONE FUN

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ODD ONE OUT

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WHICH OCEAN GAME?

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MATCH THE INTROS

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SPOT THE DIFFERENCE

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Name ....
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Machine Owned (Tick)

A500	A1200	CD32


F1
NOW AVAILABLE ON AMIGA & ATARI ST
"The best, the fastest, the smoothest racing game ever..."
SPAIN
BARCELONA
TOT TIME 0'13"12 LAP 0
BEST LAP 0'00"00 G.P. 3
SAN MARINO
IMOLA
TOT TIME 0'23"44 G.P. 2
Licensed by FOCA to Fuji Television Network Inc.
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DOMARK
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Programmed by Lankhor.
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This game relates to the 1993 Formula 1 season.
Published by Domark Software Ltd., Ferry House, 51-57 Lacy Road, Putney, London SW15 1PR, England.
Canon


BUBBA 'N' STIX
ZOO
Our goofy hero and his friend - an intelligent alien stick - have crash landed on a weird planet after being captured by an alien spacecraft. In order to get back to Earth, Bubba must use his stick in a variety of different ways to solve puzzles, overcome adversaries and foil the comedic attempts of his kidnapper to recapture him in this horizontally scrolling puzzle.
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ONEONONE

HOW WAS IT FOR YOU?

Yeah, yeah, yeah... we've read tons and tons about what the CD32 can do, but what's it like to program on? Obviously the best people to ask are Tony Crowther ('Ratt'), Ross Goodley ('Wyvern') and Tony Lazzerini ('Tony'), the team behind the immensely excellent Liberation. Simon Byron has a quick chat...

So then, Liberation team, you're the first programmers to write a CD32-specific game. What were your original thoughts on the CD32 and have these changed now that you've had hands-on experience with it?

RATT: The first CD32 we had was an open circuit board nailed to a piece of wood! The new black box looks nicer... but it looks cheap. Well, it is cheap. The machine itself is missing a floppy drive - the 1K internal non-volatile RAM is a pretty lousy substitute, especially for a role-playing game. I was pleased to see the byte-per-pixel chip, but we didn't use it as the project was well under way before we were informed about it.

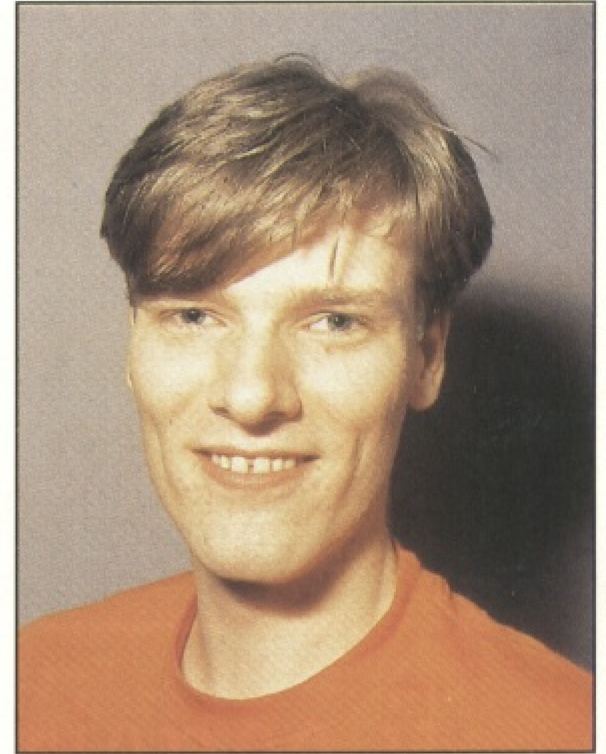
WYVERN: I was really quite excited about it, I must admit, and even having been driven mad by it I still think it's a damn good machine. On balance I think I'd probably have been less enthusiastic if I'd had any idea of just how much WORK it is to fill 600-odd Megabytes, but that's just 'cause I'm idle - no reflection on the machine.

Why did you originally decide to change Liberation's primary format from the standard Amiga to CD32?

WYVERN: One day Mindscape turned up with the world's first electronic firewood, the non-disclosure agreement from hell, and an interesting story about lots of storage. And like the idiots we are we fell for it.

RATT: Had I known what was involved in CD development beforehand I might have said no when it was suggested we develop Liberation for it. Developing a 300 meg game on a 100 meg hard drive was a slog, and modeming 10 megs at a time was a joke. But it was exactly the right game to be translated to a CD-based machine.

TONY: This my second CD32 project, so I already knew what it was capable of. Basically, I think CD is the way all games will go, with loads of gameplay, speech, masses of graphics and PROPER music. We were just the first!



(Above) Ladies and gentlemen, please welcome... Mr Tony Crowther, one of the Liberation team.



(Above) Liberation, the first game to make full use of the CD32's capabilities.
(Left) Captain Planet, one of Tony's earlier games.

How much development time did this add to the game?

RATT: Lots! The animations needed a CD32 16-bit 44KHz stereo soundtrack, with mixed sound effects and speech. The wall-sets had to be drawn and the speech had to be sampled. The save game had to be packed into 1K somehow. We had to develop a control system for the joypad - this probably took the longest to do. That's just the functions, we then had the problem of writing the code to do all of the above.

WYVERN: Yup, the joypad game controller alone has added months to the development time, and probably subtracted months from my life expectancy. A mouse, a mouse, my kingdom for a mouse.

TONY: And that's just the computer side of it. We had to compose over 30 minutes of full orchestral score. I think Mark Knight did a brilliant job - best game music ever in my opinion. Because it's on CD (and will work in a normal CD player) the quality had to be full studio, so we recorded and mixed the whole thing in a professional studio.

Then there was the script. Kim Blake wrote more than you get in three full-length movies! And she got the mood just right. We used professional actors for the voices, but even so it took about 10 hours to record a single character. That got it as far as DAT tape, but then it had to be sampled into the Amiga. Each character ended up taking nearly 10 days and over a thousand sample files.

Then there were the 4000 levels to design ...

Do you think that moving to the CD32 has resulted in a better game?

RATT: No doubt in my mind, it would have to have been on 300+ floppies to achieve the same results. Also, it's faster than the A500.

TONY: Absolutely. This game sets the stan-

dard against which future games will have to measure up. Once the public gets used to hearing characters speak and listening to real music, they won't want to go back. Although some people argue CD games should be cheaper (because they are cheaper to replicate), the public is getting a much better piece of entertainment than a console or floppy game. I think CD games are loads better value than console games.

Do you think you've used the machine to its full?

RATT: Well, we have about 100K of memory free. We use the AA chip set for speed and extra colours. We use the CD drive for storage and 16-bit audio. I think we are the first programmers to have a ten-minute anim with non-stop 16-bit audio running at the same time.

We didn't use the double-speed drive because the only place it works reliably is at the edge of the disc. But the data track has to come first, so if we had padded it to the end of the disc there wouldn't have been any 16-bit audio.

So yes, I think we've used it to its full.

WYVERN: It's working its little wossnames off in there. We have more polygons in one object than some games have on-screen, for example. I'm interested in the byte-per-pixel chip, though. Using that could make life both easier and prettier. Next time...

TONY: Well, we wanted more speech, more music, more graphics, more monsters, more sound effects, more level, but the disc is to all intents and purposes full. So, yes, I guess we did.

How does writing a game for the CD32 differ from writing for, say, the A1200 or the A500 and A600? Did you find it hard adapting to the CD32?

RATT: In essence the CD32 is an A1200 with a CD drive, or an A500 plus an AA chipset, so as a machine goes we knew it before we saw it. The big difference is its disk storage capability. Too bloody much if you ask me. But with what would have been a 300+ floppy game it sure saves on disk swapping. We had to use much more man power for the extra things like speech, sound mixing and graphics - the artist began to hate me near the end of the project with all the work we loaded onto him.

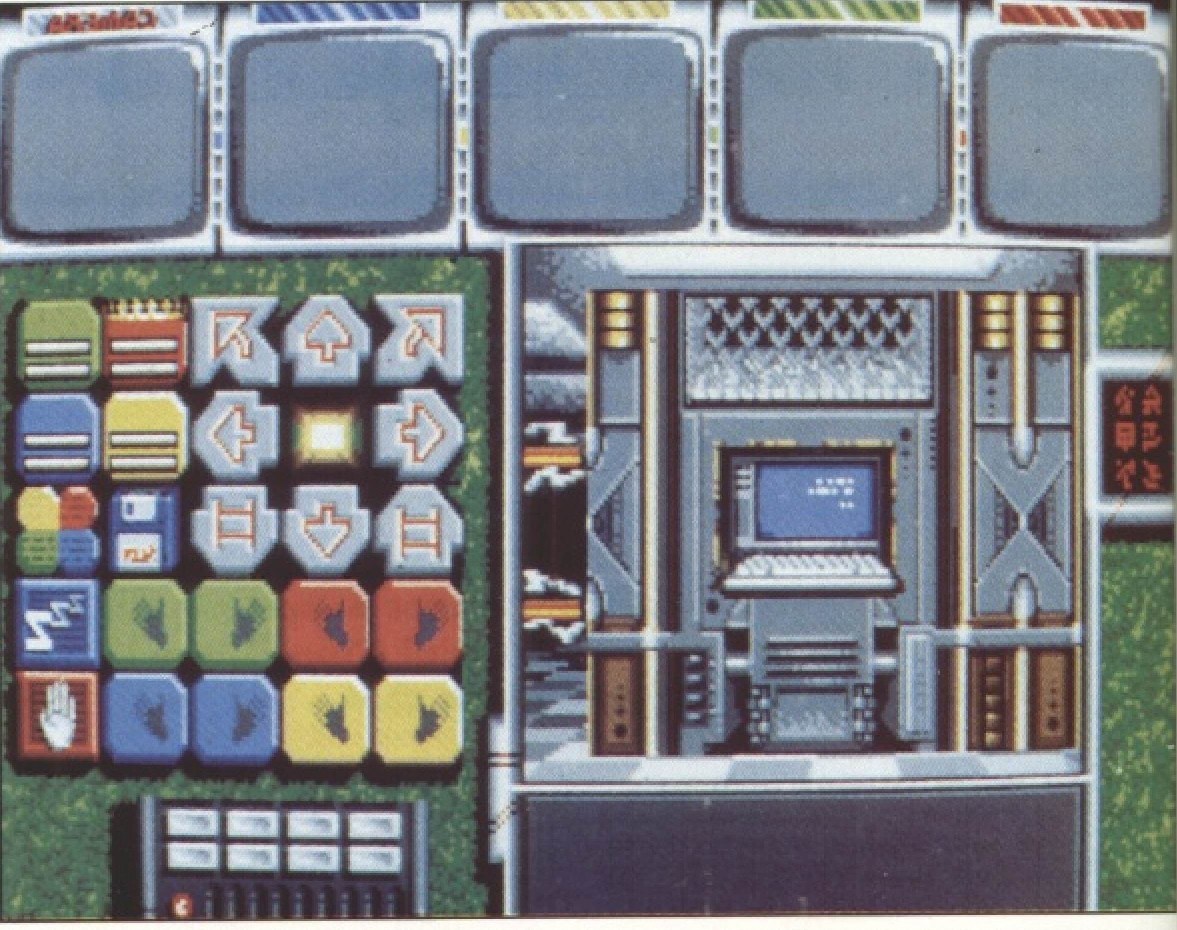
WYVERN: What we have here is an A1200 with enormous storage. Nine hours of speech requires perhaps ten times that long to sample, and as long again to check. And 70+ wall sets might have been something of a bind if we hadn't pulled all the others onto the project.

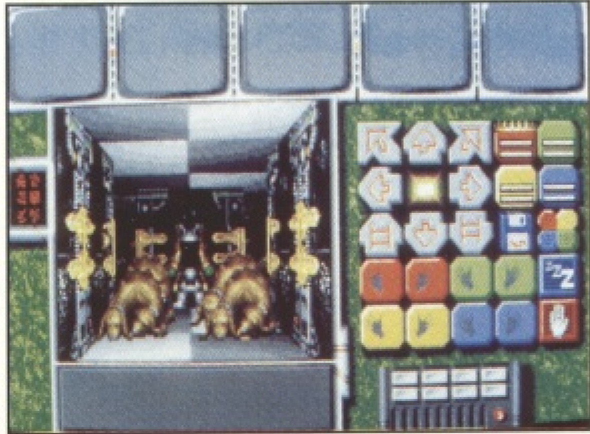
TONY: You need a much bigger team if you are going to get serious with CD. Game development is edging towards Hollywood, with the same sort of teams (and wouldn't it be nice if we had the same sort of budgets, Mindscape!).

If you could change anything about the CD32, what would it be?

RATT: More non-volatile Ram! It's a shame it's a 68020 - they could have used a 30 or 40 - but I do see the logic in cost saving. All in all it's not a bad machine.

WYVERN: Yeah, if they'd put a K30 or K40 in it [what? - Everybody] I'd have sold my granny for one, as it is it's only worth a cousin or two.





(Above and left) The original Captive, forerunner to the ground-breaking Liberation. In those days we didn't have smooth-scrolling scenery and CD-quality sound. Oh no, we had to make our own entertainment...

TONY: Agreed, but for me the whole thing looks crud - Commodore must have sweated nights to get it to look so tacky.

Did Commodore give you any assistance during development?

RATT: They did try, God bless 'em, but they were as lost as I. Much of the help came from some demo material and we just hacked through it. They did come up trumps once I had already solved the problems, at least.

WYVERN: Yeah, I think they did their best, but some of the new system libraries have been an awful lot of trouble. I don't like having to rely on other people's code at the best of times and some of this stuff was pretty flaky at first.

TONY: The manual is great for the smallest room!

Do you consider the game to be strong enough to entice Amiga owners to upgrade to the CD32?

RATT: I've no idea on how well it will sell, although I do hope enough to get some royalties. I think the game is what most people would want to see from a CD machine and this gives you the lot.

WYVERN: I'd like to think it will sell well, but we'll have to see. Sometimes things just don't catch the imagination of the buying public, no matter how good they are. I'm quietly confident, but keeping my fingers crossed.

TONY: We've had great reviews so far - the best yet for a CD title. You'd better hope your Dad doesn't get you a Sega CD for Christmas.

So what's next for you? Liberation: Captive 3 perhaps?

RATT: Christmas and beer and a break from a two-and-a-half year project. There are rumours, but nothing concrete. Except the beer.

WYVERN: Yeah, a bit of a break. We've been working our little butts off on this one and the strain is beginning to show.

TONY: Something with MPEG and a proper game, I hope...

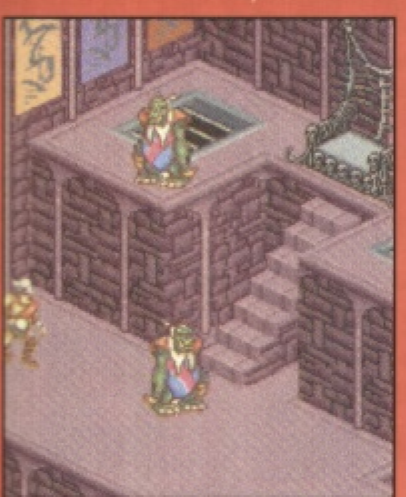
RATT'S NOTE TO CD PRODUCERS

"Release all good titles on CD - as there is insufficient software base to make it a top-selling machine - and with a price lower, if not the same as, floppies. A three-disk game costs about the same as a CD to produce, plus it has the added attraction of no disk swapping and piracy is at a minimum. Also, magazines stop downgrading games because they're the same as the A1200 as this calls for the need for all games to be specially written with more and more features, causing higher prices and fewer products."



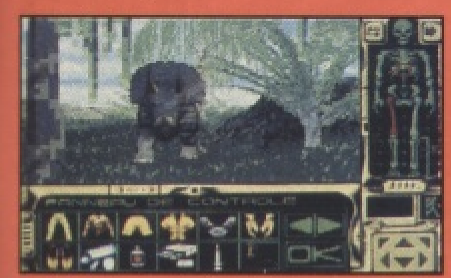
WORK IN PROGRESS

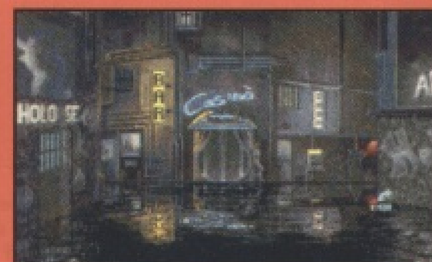
Jeff couldn't take any more. Looking down from the ledge, everything seemed so clear - one simple act of gravity and it would all be over. Jeff dropped his last cigarette and watched as it tumbled away, taking forever to reach the concrete below - he would have no such problem. Suddenly a man emerged from a window just metres from where he stood. "Don't try to stop me" Jeff called, moving closer to the edge. "I won't" replied the stranger, "I just want you to look at this." A small package slid toward Jeff, who opened it cautiously. His eyes widened "My God," he mumbled climbing back into the building, "and to think I nearly missed this". Back at the station the police congratulated the stranger on saving the man's life "Don't thank me" he replied, "It was all down to this month's Work In Progress". And of, course, it was.















VIKING HELL!

PART 2

Eyes down, look in - it's time for part two of our EXCLUSIVE look at Core's already fab-looking adventure thingy. Hurry along now - Simon Byron's waiting for you.

THE STORY SO FAR...

Ged, Jerr and Dave are working on the sequel to Heimdall. Simon has decided to do a three-part running commentary of the development of the game. Jerr's dogs almost gave the dashing young journo a sex change when he arrived at Heimdall 2's HQ for the first time. Bobby isn't really dead - instead, he's re-emerged as Dave's long-lost half-sister's daughter. Ged is plotting to shoot Jerr, even though Jerr's been shot before. Aparrently it's got something to do with the ratings for this series. What will happen next? And does anybody care?

You really would not believe how far Heimdall 2 has come since our last sneaky peak. Instead of looking like a series of unrelated screens with not a lot going on in them, it's now showing a 'great deal of promise', as my Headmaster used to say (I think you'll find that was 'Git' actually - Matt.). But before we get down to the nitty gritty, let's ask Ged how his month has been.

"It's been one of those months where you think you've done a lot but hardly any of it is noticeable. We've added to the game engine so that most of it's in there, apart from a few of the combat routines - some enemies run around randomly at the moment, but that will all change. Now we'll turn our attentions to the room-specific stuff such as the individual puzzles and quests.

"As you program a game, you discover little bits of code you can write which will help you in the long run. You often spend time writing more background bits than brand new bits of codes but I think we've now reached the stage where the majority of the final game engine is written and waiting to be tweaked."

Heimdall's world is now almost fully operational. The background animations have all been implemented; doors swing open and computer-controlled characters go about their daily business, that kind of thing. What's impressive about these incidental animations is their smoothness - you'll not find any jerky movements here, mate.

"There aren't that many frames making up the background animations," admits Jerr, "but because the game is running so fast it gives the impression that there are, as well as making everything move smoothly."

You can now chat to most of the in-game characters via a handy conversation system. Whenever you bump into someone, anything interesting they think you should know is displayed on-screen so you can digest what they've got to say and gain additional information which should help you complete your various mini-quests.

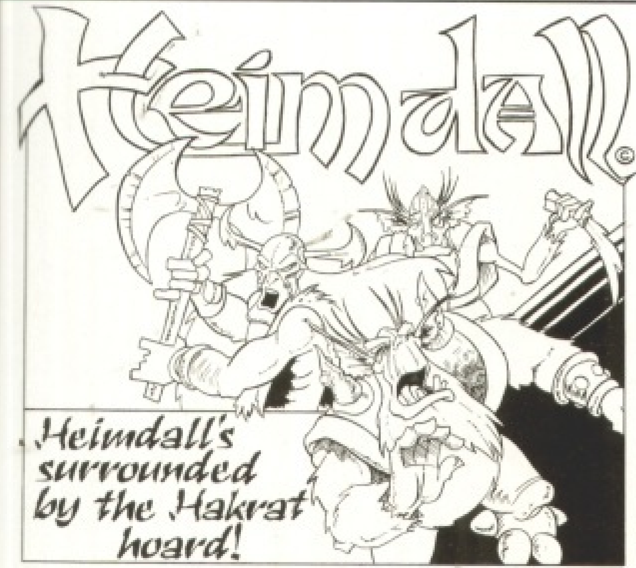
"The reason we've got the text appearing on-screen is so we can have the characters animating at the same time, as if they're talking to you," confides Ged, "The problem here is that because I'm having to display the text, the background and the animations at the same time, it's using a lot of processor time. I've had to optimise things so that it all wouldn't slow down when there's a lot of things on-screen."

"But it's been worth the aggro," explains Jerr, "because in the first game you'd wander around just showing people items and not having proper conversations with them.

The graphics dotted around the page are taken from the A1200 version, drawn in 256 colours.



Although the most of enemies have been placed on-screen, their logic still isn't fully implemented so the Hakrat stood at the top of the stairs, er, stands at the top of the stairs most of the time. This will change, though.









PROJECT: Heimdall 2

PUBLISHER: Core Design

DEVELOPER: The 8th Day: Ged Keaveney (programming); Jerr O'Carroll (graphics); Dave Keogh (additional game design); Martin Iveson (music)

INITIATED: April 1993

RELEASE: Easter 1994

If they had anything interesting to say then you'd get a parchment saying something like 'Find object X. Return it here' which was a bit crap, basically. Now there's more humour and character.

"I'm not sure how many lines of text there are within the game. We wrote the story and roughly scripted what each character would say during the initial game design but what we've found now is that as we continue writing and developing sub-plots, we need to adjust the conversations so it's very much an on-going process.

> **"It's been one of those months where you think you've done a lot but hardly any of it is noticeable."**
>
> **Ged Keaveney, Heimdall 2 co-creator.**

"We're going to make it so that when you return to someone they'll remember you, so you won't go back to someone only to find them saying 'who are you?' or something. That way it's far more realistic and should add to the game's continuity."

Designing the locations hasn't been that much of a problem, but the team have had to adhere to strict guidelines, as Jerr begins to explain.

"At the very beginning of the game, Ged and Dave would come up with an idea for a room and pass their ideas onto me. Then we'd continually fax each other with new ideas until we came to what would then become the finished location."

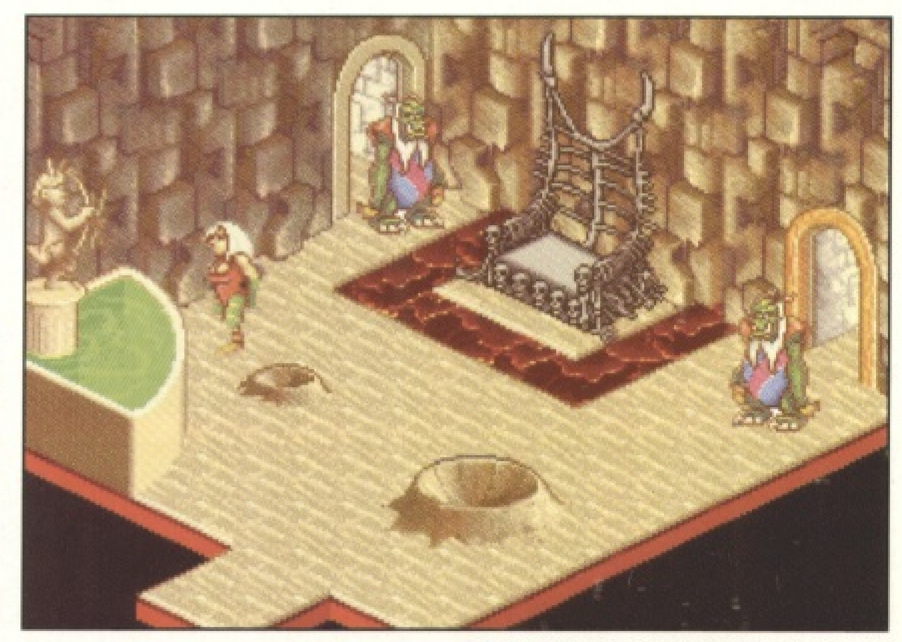
"Because of the Amiga's memory restrictions we have to design all the maps using blocks, which is a real pain because you could do a lot more if you could draw the locations as a single screen," reckons Ged. "The reason for using blocks is that you can save memory by repeating them. Each block is sixteen pixels by sixteen pixels..."

"...The trick is trying to draw them in such a way that they don't repeat too often," interjects Jerr.

Undeterred by Jerr's interruptions, Ged continues: "Jerr builds up a block file for the whole island, which is basically a DPaint screen full of individual 'jigsaw' pieces. I then take this file and instruct the program to place certain blocks here, other blocks there, until I've rebuilt the original background. It's time-consuming, but the memory you save at the end of the day more than makes up for this.

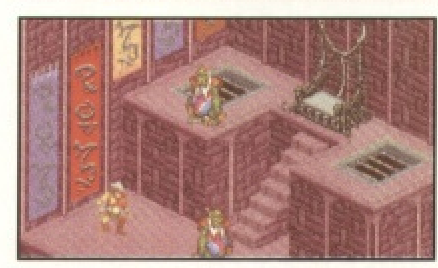
"I can't wait until we're able to write games for the CD-based machines because we'll have so much more freedom. We'll be able to create massive backgrounds stored as a single screen and not have to adhere to the strict rules that go with manipulating blocks."

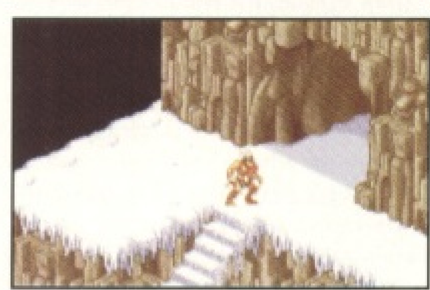
"I was originally designing all the backgrounds on the PC and then reducing the colours using a piece of software," remarks Jerr, once again preventing Ged from getting all the attention, "but that ended up looking a bit ragged. Now I do the reverse: draw the backgrounds on the Amiga and then add colours for the PC version. This will be another advantage of the CD machines - we'll be able to use the same amount of colours for almost every format."



(Above) All the locations have been designed using a number of pieced-together blocks, although you wouldn't realise it, would you?







The adventure will take you to many places and as you can see from these shots, many will have different levels.

The team work from the respective houses and meet up at least once a week to discuss the game's progress. "There isn't that much point in us all being crammed into one room," thinks Gedd, "we continually phone each other if there are any problems and even if we were in the same location, if one of us has a problem then there isn't much the others can do about it because our jobs are completely different. I wouldn't be much use to Jerr is he was having difficulties with some sprite screens. I'm crap at drawing and Jerr's crap at programming."

As we've all gathered, the original game was flat and this one, er, isn't, so Ged had to create a new programming routine to incorporate this aspect of the game. But because he's so talented (well, so he reckons anyway), it wasn't that much of a problem.

"It wasn't actually that bad. There are a number of hidden lines stored within each location that tell the program

exactly where all the walls and background objects are so that when Heimdall is trying to walk through an obstruction it prevents him from continuing in that direction. There are also a number if lines which tell the program to initiate the 'going up stairs' routine and Heimdall reaches one of these then he'll move up a level. So it looks as if he's moving up the stairs but actually the sprite is just being shifted around the screen."

It seems as if no problem is too great or insurmountable for the Heimdall 2 team, which is mainly thanks to their experiences with the first game.

"We know more this time," enthuses Ged. "Last time we came up with brilliant gameplay ideas but when it came to writing them we found we were a little too optimistic - it was down to experience, really. Heimdall 2 has gone a lot smoother but there's been a heavier workload because we're trying to put a lot more into it.

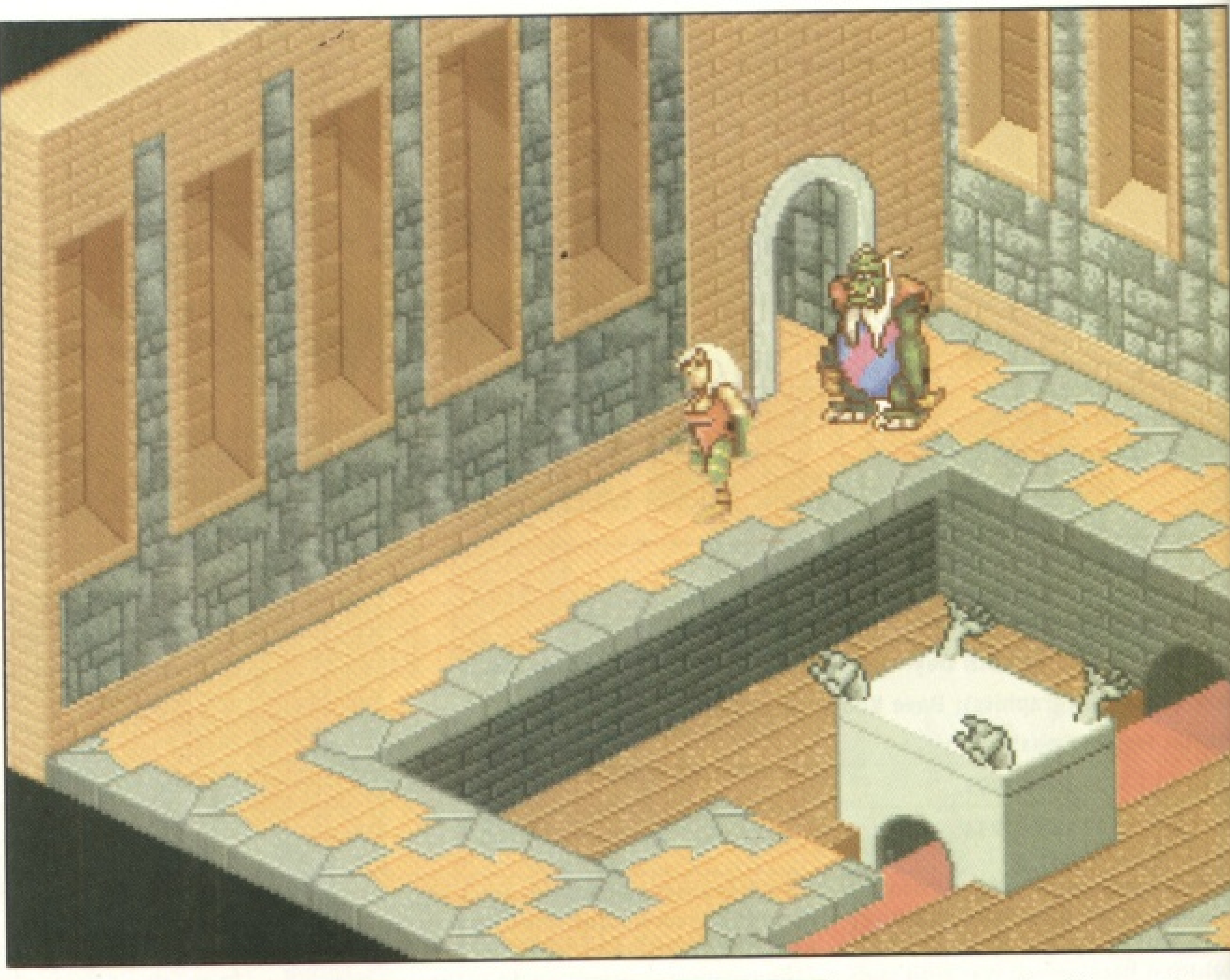
"The hardest part so far has been writing the artificial intelligence for the baddies. We've given individual characters any one of a number of 'personalities'. People will be passive and mind their own business, people can be friendly and helpful, or, of course, they can be openly hostile and violent. But on top of that there are other traits like how far they are prepared to go in a fight before they decide to flee. So by mixing a combination of traits you can create a whole range of different characters.

"Everything Heimdall does in the game's world will alter something later on and whether or not a character responds to that trigger will depend on what kind of person they are. It can get very convoluted and with computer characters having varying degrees of intelligence it may be a hard game to playtest.

"We're going to get some school leavers in to playtest the game. The problem with our own testers is that they can get too close to the game and may not attempt the things that gamers may try when they're playing. There are loads of things you wouldn't even think of to check."

The next month of development should see a flurry of activity, as Jerr explains: "I'm going to get my hard drive repaired, first of all," he hopes, "it's just gone down, but thankfully everything was backed-up [there's a moral here, kids]. After that I'll start work on the drawings for the manual - we'll be doing a spell book and possibly a comic strip intro - and Ged will be concentrating on getting the combat mode fully operational and tidying up the game-engine so that we can concentrate solely on the room specific stuff."

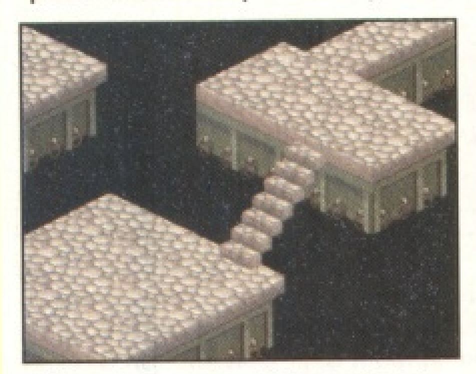
And you'll be able to read all about it in the next issue of your super £3.95 The One.



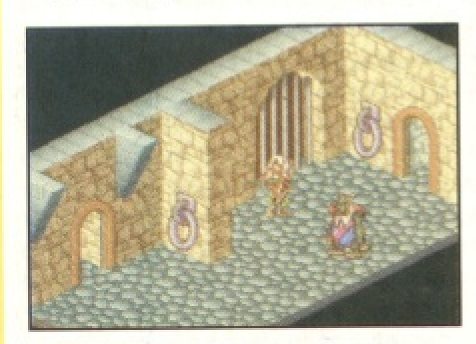
(Above) I'm not implying anything here, but have you noticed that Jerr always draws his women with prominent chests? If this is what the ladies he knows look like then I must remember to start hanging around with him.



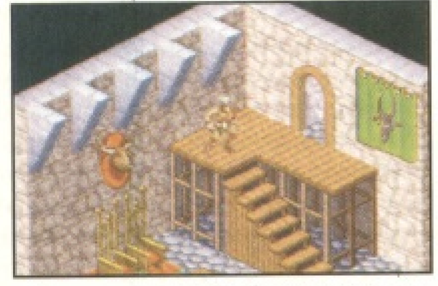
(Left) Heimdall readies himself for the trio of Hakrats who will shortly be attacking him.



Although there's nothing going on here, I expect that this is a very important part of Heimdall's quest.



One of the exits from this room ends in instant death if you attempt to leave through it.



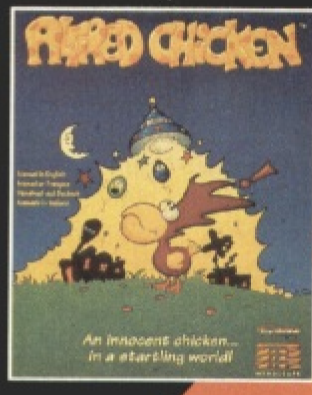
For no apparent reason whatsoever, Heimdall decides that it would be a good idea to stand on top of a wooden platform. He's crazy, he really is.

NEXT MONTH

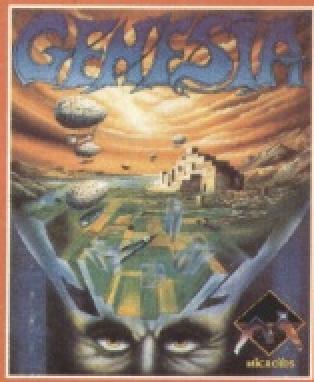
Boo hoo and all that. Yes, next month will see the end of our 3 part Heimdall 2 Work In Progress so we'll be taking a reflective look back on how the project has gone. With any luck, by the time we've finished chatting to the team, the game will be all but finished, with only a few gameplay aspects missing. We might be able to catch a few words with the musician and maybe take a sneaky peek at the packaging. Exciting stuff, eh?

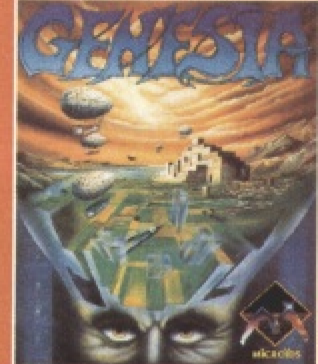
WHAT WILL YOU BE DOING THIS CHRISTMAS?



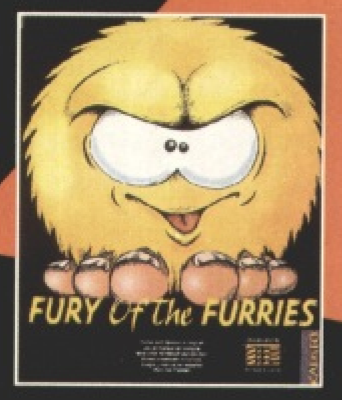


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LIFE, CORE DESIGN EVERY

As a first step into the adventure game world, Core Design's Curse Of Enchantia was reasonably well-received. Simon Byron asks the team responsible if their sequel will do somewhat better.



PROJECT: Universe
PUBLISHER: Core Design
DEVELOPER: In-house: Gary Hanclough (programming); Jim Bottomley-Mason (graphics); Stuart Atkinson (graphics); Rolf Moor (background graphics); Martin Iverson (music).
INITIATED: November 1992
RELEASE: February 1994

If I ever read a press release that doesn't contain the word 'innovative' I honestly think the world will instantly turn in upon itself and a shining healthy new planet will be born in its place. I'm about to let you, the reader, in on an area of this industry that is never normally seen by outside eyes. I'm going to actually quote a real live press release to you.

"The game [Universe] features 3D rendered animations and arcade style sequences as well as an innovative S.P.A.C. 256 colour system which runs on all Amiga formats, including the A500. This system is able to display Universe's digitised hand-painted scenes and their detailed, mood-setting background animations to full effect."

So what on earth is S.P.A.C. and how is it going to change the way you look at Amiga graphics for ever? For that we have to go to the programmers of Universe, Core's follow-up to Curse Of Enchantia, deep in the heart of Derby.

"It's not a sequel to Enchantia at all," says Gary Hanclough, programmer of Universe, "other than it's another adventure by Core. The actual storyline has nothing at all to do with Curse Of Enchantia. Rolf Moor developed the original storyline ages ago, so he had most of the plot worked out before we started. Since then it's been like an ongoing process, with changes happening as we go along. If we can't do certain things we'll alter the way the story works to fit in with what we can do."

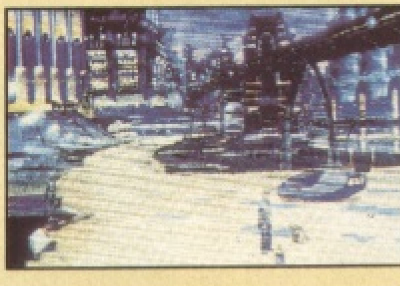
Although the plot is nothing to do with Enchantia, Universe does concern itself with a young boy displaced by time. Boris is a chap stranded in the future after messing around with his eccentric uncle George's experiments and inventions (every good lad should have a mad professor for an uncle). The Virtual Dimension Inducer contained the kind of buttons, switches and knobs that inspire fond memories in grown men of those far-off days in the Science Museum as a lad. What boy could resist?

Not Boris, it seems, and so he finds himself spinning through time and space, landing on a barren asteroid in a parallel universe. From there the quest takes him (and, naturally enough, you) into a bitter alien war between the evil tyrant Neiamises and the mysterious Mekalien Empire.

Says Gary: "Rolf did the original plan for the game, but it's all changed quite a bit as we've gone through it. The trouble is, although the game is going to be released on the Amiga and PC, it was developed primarily for PC. So there's been a few problems with doing certain things on the Amiga that were easy on the PC. The storyline has had to be changed as it's gone through.

"One of the things that's normal in PC adventures is that all the characters scale as they move 'in' and 'out' of the screen. We've got the main character scaling on the Amiga but to run the game sufficiently we can't get all the other characters to.

"In the original storyline you met up with a character who then became your ally and followed you through the game. We had to take him out because we just didn't have the memory to scale both the main





Beautiful, brilliant, dazzling, glittering, gorgeous, magnificent, ravishing, resplendent, splendid, stunning and sumptuous. That's how my thesaurus might describe some of the graphics in Universe. Gary describes them like this, "Rolf sketches the background then airbrushes them. We then scan the paintings in on a flatbed scanner on a PC, usually in 640x400 mode so that it's really hi-res. Then we scale it down to 256 colours for the Amiga version, run it through the SPAC converter and! you have a background. Then we get on to the animations for the background and then we do the background sprites. We have to do the backgrounds before we can do the sprites because the background defines the palette that the sprites can use."







AND THING

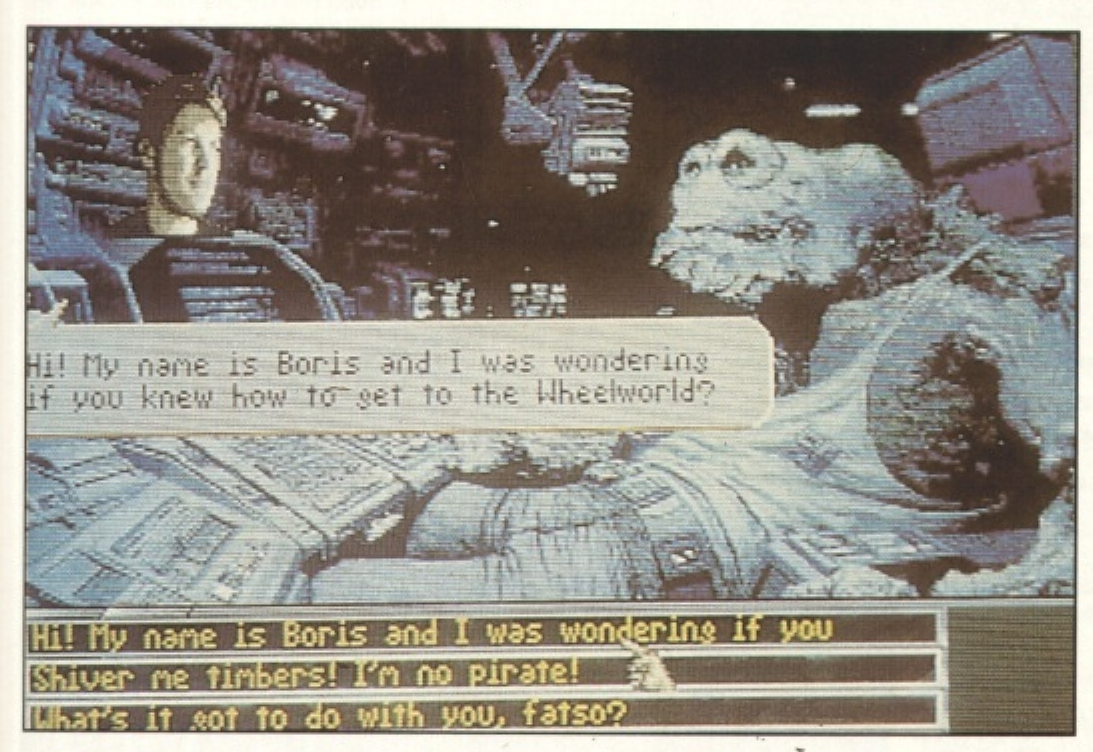
character and that one on the Amiga. Still, nothing really major has changed as far as the gameplay goes, just a few tweaks to the storyline to make it viable."

Technically Universe does something that's never been seen on a standard Amiga adventure before. It has up to 256 colours running at one time. "Rolf did the backgrounds on Curse Of Enchantia and had no problems on the PC because he could use 256 colours. But we had to convert it to the Amiga using only 24 colours for the backgrounds plus the eight colours of the main character. What we've got for Universe is sixteen colours for the main character and up to 256 colours on top of that for the backgrounds. The only problem this causes is that it limits the artists doing the other sprites for each screen. They have to draw them from the set background palette. There's no way round it."

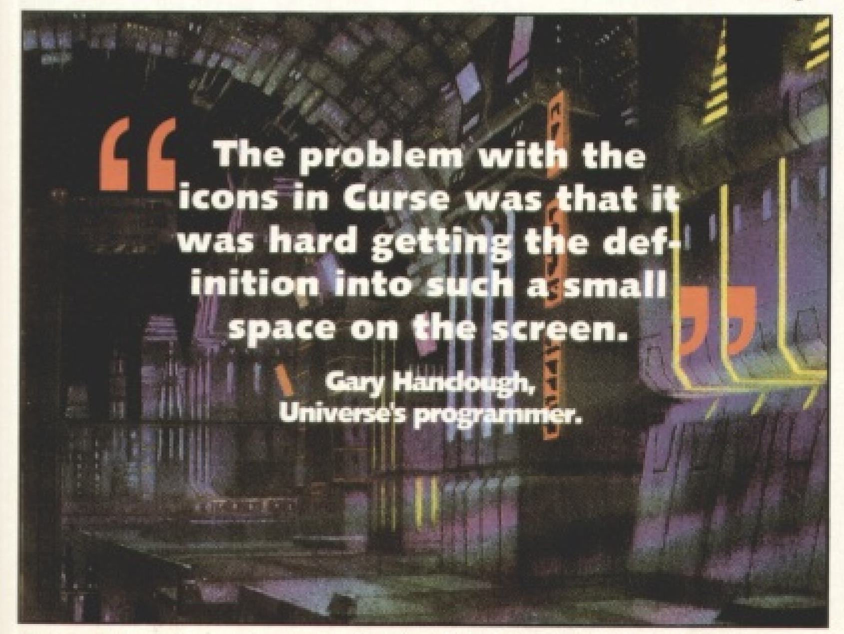
One of the other changes Universe has to offer is the inclusion of on-screen text. One of the biggest criticisms people had of Curse was that there was no text anywhere in the game. Most objects were just a couple of pixels and all conversations were done using icons. None of it felt very real to Gary. "Whereas in Enchantia you might see a coin on a table that had to be picked up and used later on in the game, you wouldn't actually know it was a coin other than the fact that a couple of pixels flashed. Now you can actually go up to the coin, look at it, pick it up and examine what's on it. The problem with the icons in Curse was that it was hard getting the definition into such a small space on the screen. It was difficult to get them to look like the things they were supposed to be."

So, Universe contains over 256 colours on a standard A500. It has an improved interface and a well developed storyline. Also, according to Gary, it will have cinematic music that follows the action on screen, changing according to the situation.

Sounds pretty sumptuous if you ask me. There's still one question that's been unanswered, though. Just what is S.P.A.C.? "Because the Amiga version of Universe has up to 256 colours on screen," explains Gary, "I had to develop a utility that allowed you to do this. The only problem is the Amiga doesn't have 256 shades, so when you take a screen from the PC and convert it to the standard Amiga you lose some of those shades. Our artist kept saying that it kept 'spacing' our pictures, hence it was christened SPAC mode. Rolf did come up with an acronym for it: Super Pre-Adjusted Colour. It was nothing to do with me, though, I just wrote the program." Those programmers, eh?



(Left) Conversations are now possible thanks to the inclusion of text. This also means that objects can be described easier and puzzles can be substantially more challenging - a main fault of the first game. "Rather than you having so many icons to choose from and you knowing that to solve a puzzle one of the other icons goes in there, there are now a lot more puzzles and a lot of different things you can do with them."





(Above) This is where it all starts, on a barren asteroid that somehow supports life. From here it's headfirst into an intergalactic war and bizarre alien landscapes. Notice the main character, Boris. "The main character is digitised," reveals Gary. "We went to a proper professional photographer's studio to digitise the main character. Then we scanned him in, shrunk him down, pushed him about and so on. He is in fact the background artist, Rolf."

SEE SPOT

Fido Dido may be the coolest thing since Walt Disney went into the deep freeze on this side of the Atlantic, but over there the spiky-haired one has been replaced by a red spot with shades. Simon Byron was the only one of us cool enough to check out his exploits on the Amiga.

It's a bit of a sick joke when you think about it. In the good old US of A the lead character from the game Cool Spot is used to advertise the popular fizzy drink 7-Up. Yet what is the key ingredient in the popular teenage malady and anxiety developer that is acne? Junk food such as the aforementioned soda beverage.

Of course, this is a mere bagatelle to the console industry. Of much greater concern than mere teenage angst is the performance of Virgin's Cool Spot. This is not, as you might think, the area of their office that contains the refrigerator, but the rather snazzy platform rompery that has been received with much joy and vigour on the Sega Megadrive.

John Twiddy of Jaguar Software Consultants is no stranger to stylish platform games having been one half of the team that put together the astounding First Samurai (as well as being the man behind the conversion of Global Gladiators - also by the same American programmer, Dave Perry) and it is upon his shoulders that the task of converting has fallen with a staggering thud.

"Mev Dinc and I were doing Vivid Image Design until a year ago and I think the experience of First Samurai took so long that's it's quite a refreshing change just to do some conversions," says John.

You don't get a lot of freedom doing straight port-overs though, surely? "Not a tremendous amount. Ultimately it would be quite nice to do certain things in your own certain ways, to leave your own mark on the thing. But at the end of the day Virgin have a game that is nicely tweaked and nicely playable so they feel it's better to stay with what they've got."

In case you're not familiar with the Mega Drive version of Cool Spot (and there's no reason why you should be), let me explain what's going on. Cool is the last of a whole bunch of spots, the rest having been captured by the rather oddly-named Wild Wicked Willy Will (no comment), out to prove to a disbelieving world that these tiny creatures exist. Naturally Cool wants his buddies back so, armed only with his gassy bubble things (he advertises 7-Up remember), he must 'battle his way past endless enemies in order to reach each of his buddies at the end of each level', and so on.

Let's face facts, it's another colourful platform game with an implausible plot. Doesn't Twiddy think there's room for something a bit deeper with this genre? "I suppose at the end of the day it is just another platform game," he agrees. "I really think that the Mega Drive version is a really nice platform game though. It's just such a cute character."

The task of moving a game from a console to computer isn't an easy

> **"There are a couple of things that could have been slightly better like the scrolling speed and maybe some of the backgrounds but playability wise it's perfect."**
>
> John Roberts, Cool Spot's producer.



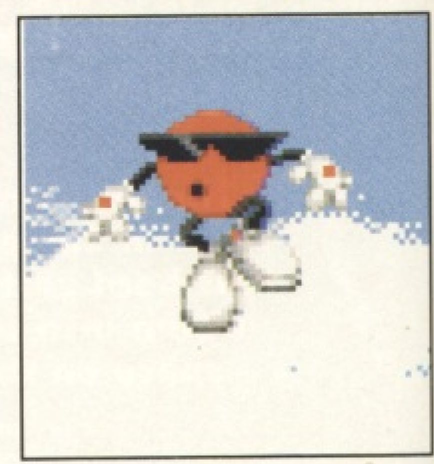
(Left) Seeing as how Cool advertises 7-Up in the States, his weapons take the form of product placement. In this case he fires little balls of carbonated gas at all and sundry.



(Below) The task for each level is to collect thirty spots and then find the cage imprisoning your buddy. Quite why the spots are necessary is anyone's guess but that's platform games for you. Spot's energy is depicted by the slowly peeling spot in the top left corner. Occasionally a bad guy will offer up a spot-restoring potion to heal the sore.



An agile chap, Cool doesn't just jump from one part of the screen to the other - that wouldn't be nearly stylish enough. If you push up while walking, Cool takes off into a triple forward somersault, landing with grace, style, poise and in the jaws of a waiting villain usually.



The animation in Cool Spot is superb, with every part of Cool's body being used to perform each of his actions. When he jumps, he jumps with gusto. When he walks, he walks with a bounce. When he dies, he dies with the kind of relish not seen outside of Hollywood.

RUN

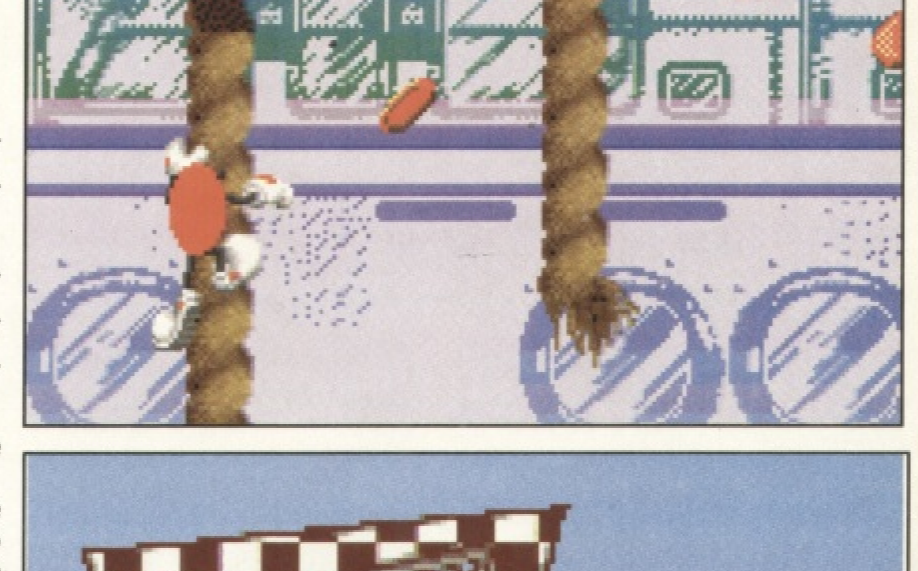
PROJECT: Cool Spot

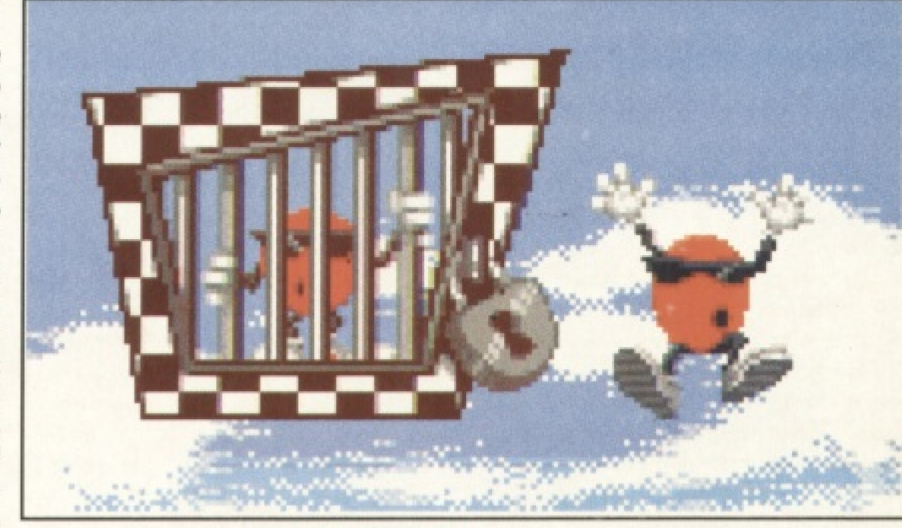
PUBLISHER: Virgin Interactive

DEVELOPER: Jaguar Software Consultants: John Twiddy (programming); Teoman Irmak (graphics); Andrew Barnabus (music).

INITIATED: June 1993

RELEASE: December 1993





one. Especially when, like Twiddy, you're constantly being moved yourself from one project to another. John Roberts, Cool Spot's Producer at Virgin, explains: "Originally John was converting Cool Spot directly from the Mega Drive, but he got moved over to do Aladdin instead. However we didn't actually have the contract to do Aladdin at that point and since it didn't look like we'd get it all ready before Christmas, John was moved back on to doing Cool Spot and asked to get it out before Christmas."

Despite all these moving violations, both Twiddy and Virgin are more than pleased with the results. "We're extremely happy," exclaims Roberts. "There are a couple of things that could have been slightly better like the scrolling speed and maybe some of the backgrounds but playability wise it's perfect."

The biggest problem facing Twiddy was the mark down in graphic colours. "Getting the sixty-four colours of the Mega Drive onto the Amiga was the major headache. We've got it as close as possible and there are only a few small differences. Instead of a red plane, for instance, there'll be a blue plane because of the palette."

The other hurdle was down to the speed differences between the two machines. "On the Megadrive," he explains, "it runs at fifty frames per second. On the Amiga it's twenty-five, essentially half the speed. One area where I tried to improve this, which was also a part of the original game that I found very frustrating, was the speed of the main character. I found he didn't speed up fast enough when walking so I changed it slightly there." The result of this is that although the screen itself doesn't move as fast as the Mega Drive version, the main character is actually slightly quicker and the two compensate for each other.

Of course, accurate graphics and speed-up tricks be damned. Cool Spot's main selling point is the potential charm of its central character. Already a cultural icon in America (a task which it would seem requires nothing more than the ability to appear on TV for ten minutes), it's debatable whether he'll be able to achieve the same kind of appeal over here.

Virgin PR man Doug Johns seems to think so. "Because there's been so much press from the Megadrive version - it's had really good reviews and was called a top game, certainly challenging most of the other platform games on the Megadrive (and that's a pretty big genre) - it's now quite well known.

"We had it going round a recent consumer show and we had more kids asking about him than any of our other characters. It seems to be coming in just after Sonic and Mario, obviously, and I've been told that there were more questions asked about Cool Spot than Zool. I think that's because Zool was on the Amiga so long ago and only now is it moving on to the SNES and Megadrive, which is quite a swamped market nowadays."

It's pretty swamped over here too but Virgin are pretty confident that they have a clear winner on their hands. Of course, there's one thing that they should be worried about. Cool or no, kids don't like spots. We'll have to wait and see whether they'll greet this American icon with open arms or whether they'll be reaching for the Clearasil en masse (all these mentions of 7-Up, Clearasil and Pepsi Max - anyone would think I'm getting paid for these subliminal adverts... which of course I am).





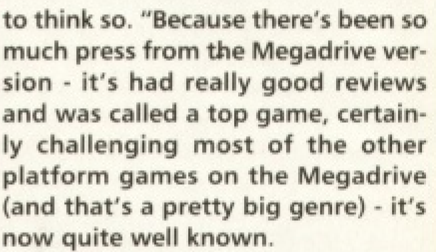




(Above) As with all good platform games, the central character has a variety of (Above) 'boredom' routines. In Cool's case these take the form of cleaning his glasses, clicking his fingers, yawning with his entire body and performing all manner of tricks with his yo-yo.

(Below) Just to hammer home that Beach Bum/Rad/Ultra-Cool/Surfer Boy image that the programmers insisted on inflicting the poor chap with, Cool starts the game by surfing atop a 7-Up bottle. It's not a patch on the Pepsi Max Dudes advert though.





(Above) The crabs are the easiest of Cool's enemies, rooted as they are to a single place. Other, more vicious nemeses include spiders, cheese-throwing mice, wasps, frogs and robot creatures.

GNEXT STOP - GNASHVILLE

PROJECT: Dennis and Gnasher
PUBLISHER: Alternative
DEVELOPER: Absolute Image
INITIATED: July 1993
RELEASE: December 1993

Matt Broughton admits to have been in the Dennis The Menace fan club, so who better to look at the first of Alternative's Beano licences?

As a child, I was a huge fan of comic-book characters (I'm not much better these days to be honest, it's just that nowadays my interest lies with characters who wear tights and fly) and what would you find standing proudly among my badge collection? Yep, my Desperate Dan Pie Eaters Club badge and my Dennis and Gnasher badge (complete with shaggy hair and wobbly eyes). So it was with a nostalgic whiff in my nostrils that I turned my attention to the forthcoming licence from Alternative - Dennis and Gnasher.

Alternative's managing director was very keen to pick up the comic licence for some time, but DC Thompson (Dandy and Beano's publishers), being an old and established company, were wary of 'dabbling' in what to them was a new technology. Alternative soon managed to convince them, though, and now we can expect to see other releases featuring Desperate Dan, The Bash Street Kids and Korky The Cat. But what's Dennis and Gnasher all about then? Over to Richard Naylor, D&G's project director.

"In the game you play the part of Dennis who lives in Beano Town. The story here is that four of Dennis's friends have gone missing and Dennis has to go around Beano Town menacing various people to get help. Find a character and they can help you with other tasks - for example, once you've got Gnasher, you can control him with a dog whistle and use him to bite his way through areas of the landscape, giving access to other routes in and out of the town."

Alternative aren't just concentrating on Dennis and Gnasher - they've even included the whole of Beano Town, complete with all your favourite characters. "As you can imagine some of them are really weird - it's really surreal this place!" laughs Richard. "There's one particular area you can go where everything is upside-down. It just blows your mind when you get to it - you're thinking 'what the hell is this?' There are castles and spooky buildings and all the rest of it - you really need to have a look at the Beano to get some idea of it.

"The whole town is actually mapped out and the DC Thompson people have been so pleased with the areas of the town that we've created ourselves, they're actually considering using them as part of the real town in the comic." (At this point Richard realises that he's referring to Beano Town as real and excuses himself for a coffee and a lie down - he's been on this project far too long.)

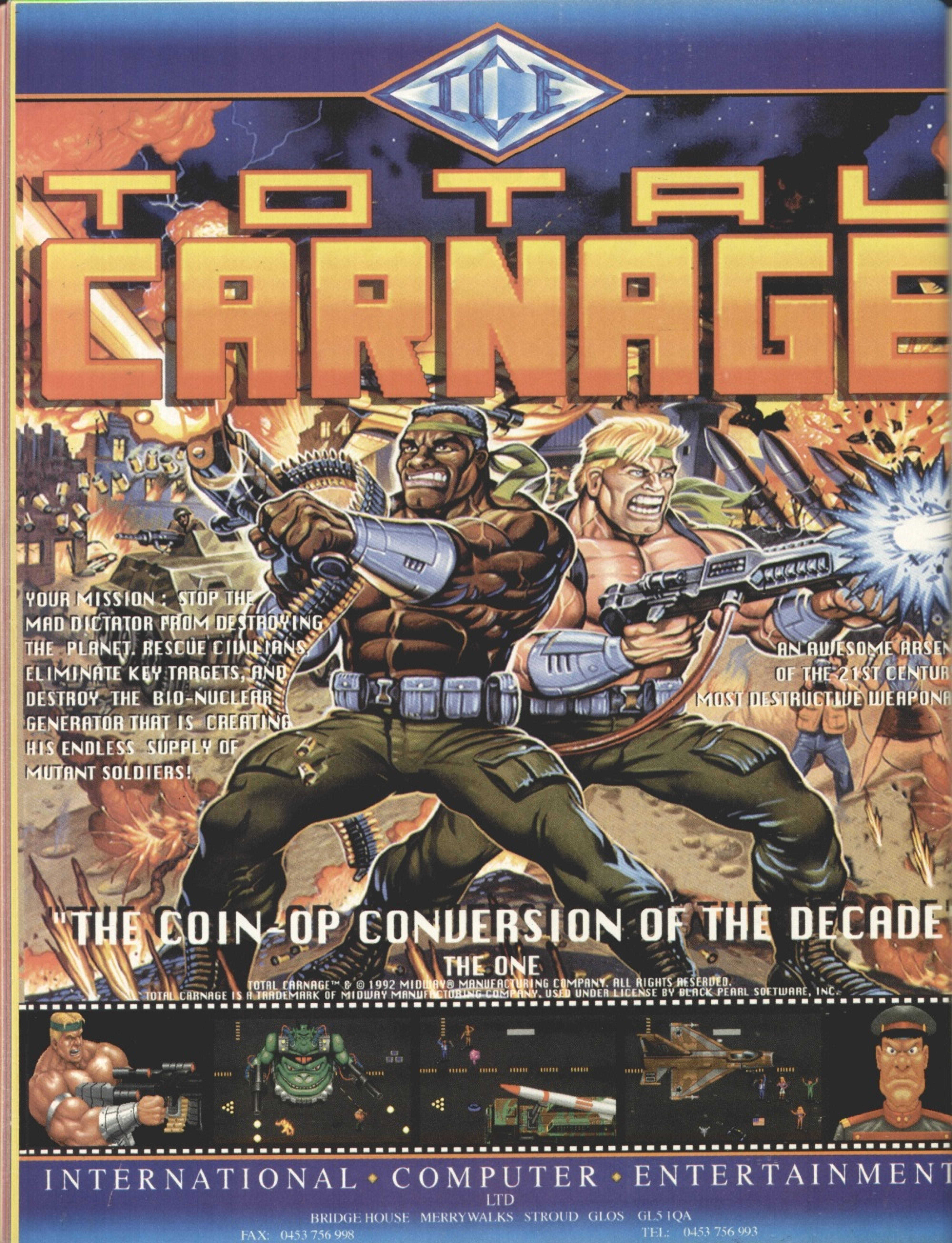
Sly advertising for the game will come in the form of comic-related plugs and you might just find Dennis playing the game in the real Beano - "Don't interrupt me now Gnasher, I'm playing this stunning game from Alternative with its hundreds of... blah, blah, blah).

Obviously there's no shortage of character ideas, but where did the idea for the game originate from? Richard: "Well, due to the view [i.e. isometric] it's difficult to say because I can't think of recent examples, but go right back in time and there are things like Alien-8, along with others in the same vein. There's a lot of strategy and puzzle-solving throughout the game, most of which take the form of 'find a trampoline, jump up a tree, find another object and use that , etc."

The only real programming problem has been cramming it all in, with something like 1500 screens of graphics to be crunched down - but Alternative are confident that they have a winner on the way. "Most of the character licences seem to be platform things, but this one really suits the character. Dennis is just right for this view - wandering round the town, attacking people, firing things, breaking windows - all that sort of thing."

Hmm, not exactly good lessons for the kids, but then again, it could have been worse. It could have been "Street Fighter 2 - the Beano Edition". Frightening.





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ROBINSON'S REQUIEM

Daze

Far in the future, a brave scout officer is sent off on an assignment to reconnoitre an unknown planet. But little does he know that it's a trap, set up by the corrupt government to get rid of this agent who has become, how shall we say, 'a nuisance' to them. No sooner has the scout's ship neared the uncharted world than mysterious forces drag it down to the planet's surface where it tragically crashes.

Fortunately the scout escapes from his ship in the nick of time and now finds himself stranded in the middle of a mysterious jungle, equipped with only a survival kit containing medicine and tools and a micro-computer secured to his chest which keeps him informed of his physiological condition.

The simple aim of Robinson's Requiem, which Daze describe as a 'survival simulation/adventure', is to leave the planet. This takes the player through a novel scenario in which he'll have to confront numerous extra-terrestrials, as well as other 'agents' who, like himself, have been condemned to this strange prison-like world for poking their noses in where they weren't wanted.

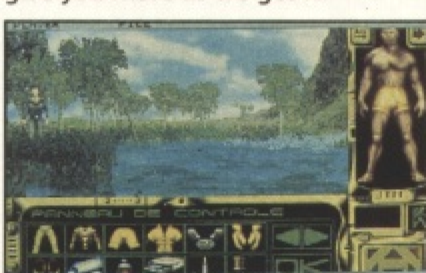
If nothing else, Robinson's Requiem promises to be a graphical treat. The game 'universe' is viewed in real-time 3D and boasts such exciting features as texture mapping, lighting according to distance, shade calculations and interpolation of altitudes (whatever that might be, but it sounds good).

Overall there's something like the equivalent of five square kilometres of map area to explore and ten different scenarios to tackle: Jungle, forest, canyon, creek, extraterrestrial village, underground passages, potholing, lunar volcano, high-tech store and graveyard.

Because this is a 'survival simulation', the characters you meet all serve a purpose rather than just being there to be shot. For instance, the half-prehistoric, half-fantastic hybrid monsters provide meat and hide, while other prisoners can be robbed for their arms (not their actual arms, of course, but their weapons), food and clothing. Other creatures include cyborgs - responsible for protecting and maintaining the planet - and alien tribes - responsible for making you poo yourself.

The game also simulates the human body and its functions, and all the variables are calculated in real time. For example, the fatigue of the player depends on his actions (running, walking, fighting, etc), the weight of his bag, the infections and pains he experiences (illness and wounds), the necessary sleeping time, the outside temperature and the weather (phew!).

I don't recall having ever seen a 'survival sim' before so the game at least promises to be something a bit different. You can rely upon us to give you more as we get it.







DARK BLADE

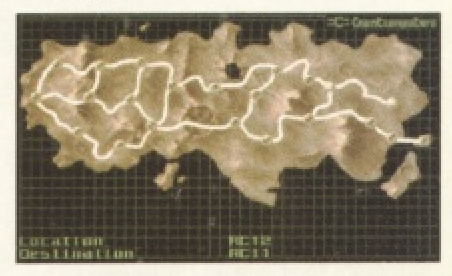
D.E.X.

Oh, it's very easy to create a mood isn't it? I mean, let's just make it rain all the time, give everything a metallic look, and give all the characters a chiselled, David Bowie kinda look. Oh yes, and then we'll describe it as 'cyberpunk'. Very original.

Blade Runner has got a lot to answer for if you ask me (and I'll act as if you did). If I had a luncheon voucher for every time I've loaded up a game for the first time and been confronted with a blue-black drizzly scene, I'd have enough to feed Upchurch for a week (i.e. a bloody huge amount of vouchers!).

No doubt a glance at the screenshots and my moaning have already given you the hint that Dark Blade is yet another journey into a 'harsh, post-apocalyptic world where nothing is quite as it once was, and everyone's so drenched with radiation that they have the grace and elegance of a deck chair'. Or something. This does score points for trying to be a bit different, though, as it's a bike racing game with bits of atmosphere chucked in for good measure and - even better - you've got weapons! Yessssss!!

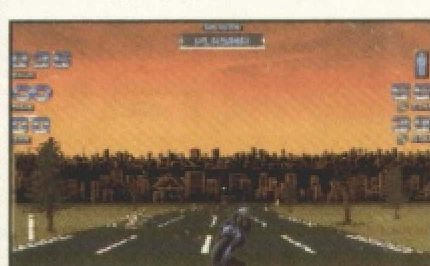
I would like to spend some time talking about the game and its storyline, but due to that fact that the programmers come from some distant country and I have no grasp of their language, I'm afraid to report

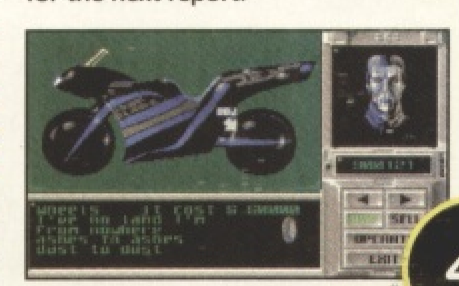


that my numerous phone calls have been fairly unproductive. As far as I can understand (and, I hasten to add, this is following a conversation with the programmer Stephano Aquino, whose only words of English are "Yes", "London" and "No"), you must make as much money as you can by competing in a number of races stretching across the continent.

As you race across the blasted lands you'll encounter acid rain, snow, radioactive wind, sand storms and eruptions to name but a few 'natural' hazards, not to mention a number of opponents who can be rammed or shot at with your on-bike weaponry. After each stage, you can enter the various cities and make use of the bars to bet on race results, and visit shops where upgrades can be bought using your hard-earned cash.

The game is flagged as containing features including speech, three levels of parallax and 7.8Mb of graphics. It looks quite nice, but you'll have to wait until I learn a second language for the next report.





NAUGHTY ONES

Kompart





You might recall the European Computer Trade Show report that was featured in the October issue, but one thing Gary Penn failed to report on was the strange phenomenon that is 'Post-ECTS Disk Trauma'. This is a little known condition where members of the industry keep finding mysterious demo disks secreted about their person for months after the event. It's happened to me (and I won't tell you where I found it) but thanks to this phenomenon, I can now tell you all about a little platformer by the name of Naughty Ones.

Kompart's latest entry into the platform arena takes one player or two players simultaneously through five different worlds on a simple, no-frills points-collecting journey - that's right, there's no kidnapped girlfriend to rescue and there are no monsters from hell to defeat. The different worlds each have their own trials and tribulations and consist of ten screens each filled with different point-giving items and bonuses.

The first world is a blue/grey industrial world filled with flying and stomping robots, and you'll need to avoid moving machinery and spitting furnaces to move on to the next level - Crazy Clocks. This world looks much like an old English library, with old clocks and numbers wandering around, throwing things at you. Strange.

The Furious Fire world is, bizarrely enough, on fire as matches and lighters wander around trying to burn down the platforms on the screen. You're equipped with a fire extinguisher and have to stop the fiends before the whole world burns down.

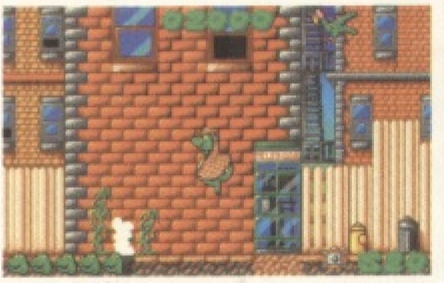
The domed towers of Moscow provide the back drop for the Red Russians world, where Cossacks, flying hammers and sickles, rotating red stars, birds and tree dolls all take turns at trying to do away with you, and then it's on to the final world - Evil Egypt.

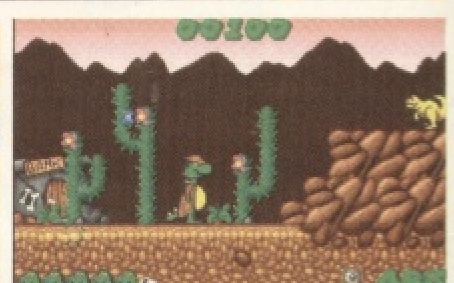
Old King Kefren's pyramid is filled with treasures but it's also filled with mummies, snakes (I hate snakes Jock, I hate 'em), spiders, spiders and spiders. Make it through the pyramid in one piece and you'll have to deal with King Kefren himself in all his lightning-spitting glory. All of the worlds also include bonus screens offering the chance to boost your overall score.

I'm sure it will come as no surprise to learn that icons can be collected that provide the player with extra lives, invisibility, speed-ups, etc, etc, and there are the obligatory end-of-level guardians to be passed.

It might not sound very original or exciting, but it looks very polished and the preview version we played had a certain Bubble Bobble-esque charm, so watch this space.







SHERLOCK NESS AND THE DINOSAUR DETECTIVE AGENCY

Alternative

When I was a kid I used to get up extra early on Saturday mornings to make sure that I didn't miss any of the cartoons that were on. As you might imagine, I don't do this any more (well, not often) but, in honesty, cartoons just aren't the same as they once were anyway. Gone are the lovable animal detectives and such, and in their place are huge muscular axe-wielding killer frogs. Or something. Anyway, where's all this leading I hear you ask. Well, it's actually leading to Alternative's new game hero who, funnily enough, is an animal detective - hurrah!.

Sherlock Ness is a platform/puzzle game with bits of strategy chucked in for good measure. The game is made up of four separate cases that must be solved in sequence, each one starting in your office with a concerned client outlining the task to be done.

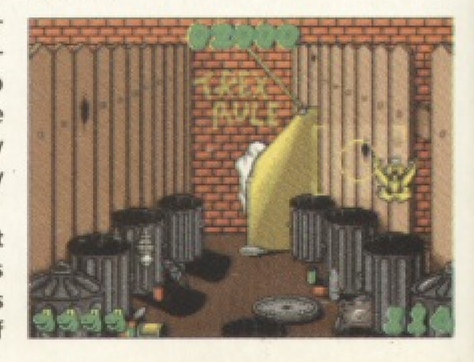
The first part of each case is a platform romp, with various secret tunnels and higher levels for your dino to explore while a number of strange and interesting baddies do their very best to separate you and your supply of lives.

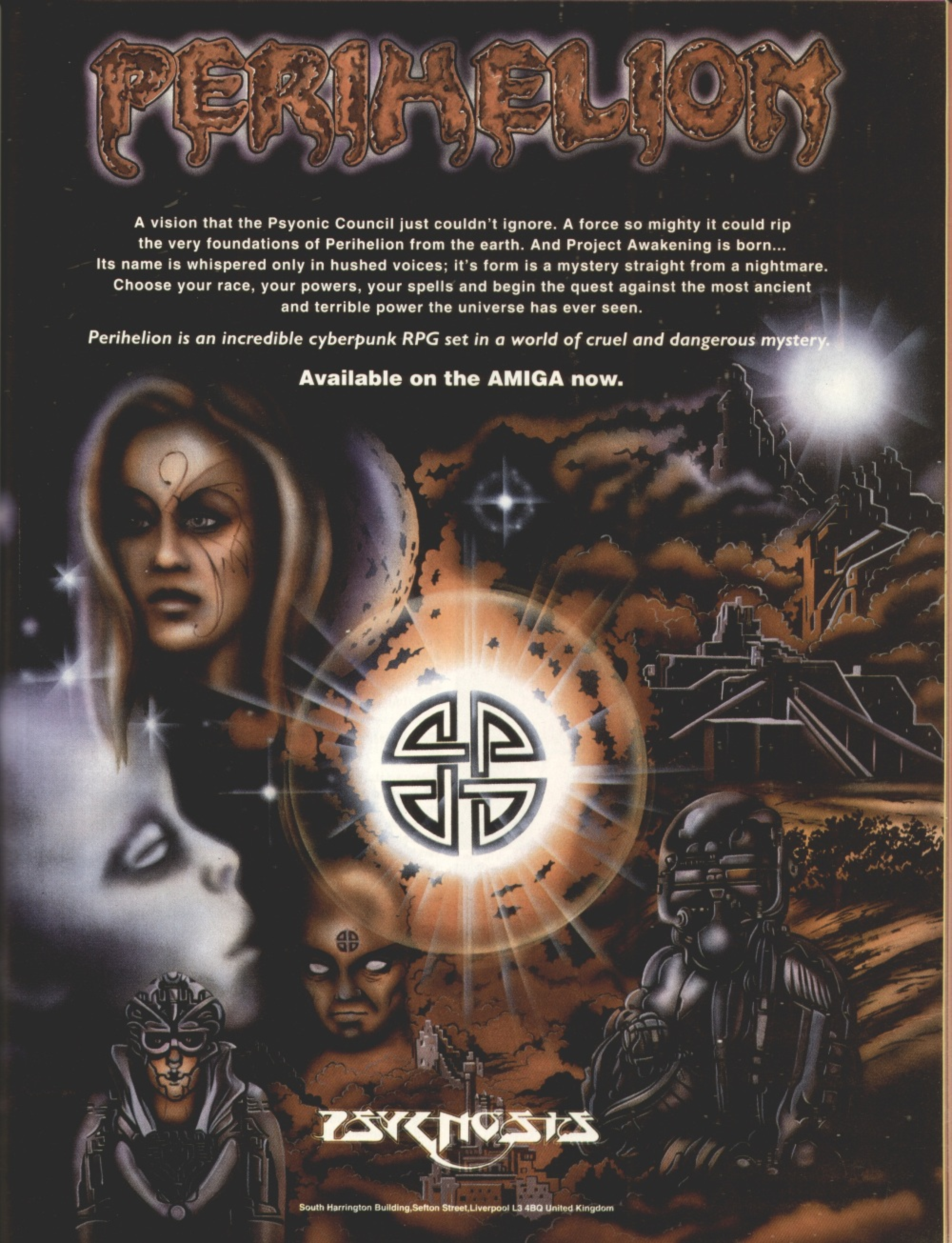
And what do you have to protect yourself with? A camera. Yes, as unlikely as it may sound, you possess a camera with a limited number of flashes, and can stun anything within range with one exposure, allowing you to nip past At this point I would like to apologise for not making any chucklesome remarks about 'flashes and exposures', but I really can't be bothered.

As you walk around the platform areas, you'll notice areas of ground that are a different colour to the rest, and if you pull down over these you'll use your dino-skills to burrow into a number of hidden areas just waiting to be explored.

Should you reach the end of that level, you'll confront the perpetrator in a little arcade sequence where you have a limited number of shots to frame the bad guy in a photo - a sort of pacifist's Operation Wolf.

The game is looking quite cute and should be out about now, so keep 'em peeled and we'll let you know what we think of it next month.




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INTO THE CRYSTAL

Want to know what games will be coming out next year? Okay - then why not ask us in twelve months' time, after all, we can only guess what will happen in '94. You want six pages of pure speculation and not many facts? No problem - Simon Byron's your man.


Elfmania

RENEGADE

This is what we need - Renegade are releasing a number of games tweaked specially for the CD32 which'll include The Chaos Engine and Fire & Ice (both out January). Both will feature additional intro animations and CD-quality sound, with Fire & Ice also boasting 50 frames a second scrolling as opposed to the original's 25. Speedball 2 will be enjoying its CD debut in March along with Uridium 2.

Elfmania

Release date: March 1994

You really aren't going to believe this. Elfmania has got to be the finest example of what the A500 really is capable of. Expect gorgeous sprites, wonderful backdrops (which animate, by the way) and easy to grasp gameplay when Renegade release what will undoubtedly be the best beat-'em-up of the year.

Flight Of The Amazon Queen

Release date: May/June 1994

This graphic adventure is being coded by Binary Illusions, a group of Australian comic book writers, and features the exploits of the hilariously-named Joe King, who's a freelance pilot. After a series of unfortunate events, Joe loses one of his passengers (a pert starlet by the name of Fey Ruffle), and thus begins much adventuring in the heart of the Amazon Jungle.

Legend of the Amazon Queen is a politically-correct adventure, so if you make any sexist comments to any of the female characters then you'll be in deep water. Using a fresh graphical style and unique player interface, coupled with some genuinely funny one-liners (very much in the style of the old Abbott and Costello films, we're told), Amazon Queen promises to be a stunning debut from Binary Illusions.

But what's really set our mouths watering is the CD32 version. We've been calling out for it for some time now, and it looks as if by next Autumn our wish will be granted - a 'talkie' graphic adventure with actors and actresses reciting the text. Hmm, sounds dreamy...

Sensible World Of Soccer

Release date: June 1994

"The perfect blend of football management and arcade action," is Renegade's claim. Yes, the sequel to Sensible Software's classic soccer sim is shaping up to be even better than the first - just digest the info that follows and I bet you'll be positively foaming.

Although you'll still be able to play the game as a quick one- or two-player blast, the single-player mode has an objective: to build up a World Cup-winning team. You'll have to start the game as a Third Division manager (from any league in the world) and by selecting a strong team and doing well over a number of seasons you have to either take your team to the top of the Premier League or keep accepting jobs from other sides until you end up managing one of the Premier League's best teams. Eventually, if your performance is up to it, you'll be offered the National team to manage and access to the any player from any team from any league. Then it's off to win the World Cup...

Sensible World Of Soccer will be an extension of the Mega Drive version of Sensible Soccer, which includes an icon over the star players and a special option whereby the star player can perform a 'super blast' whenever he's in front of the goal. There'll also be an on-screen referee and physio option.

And that's as much as we know. Look out for more news soon.

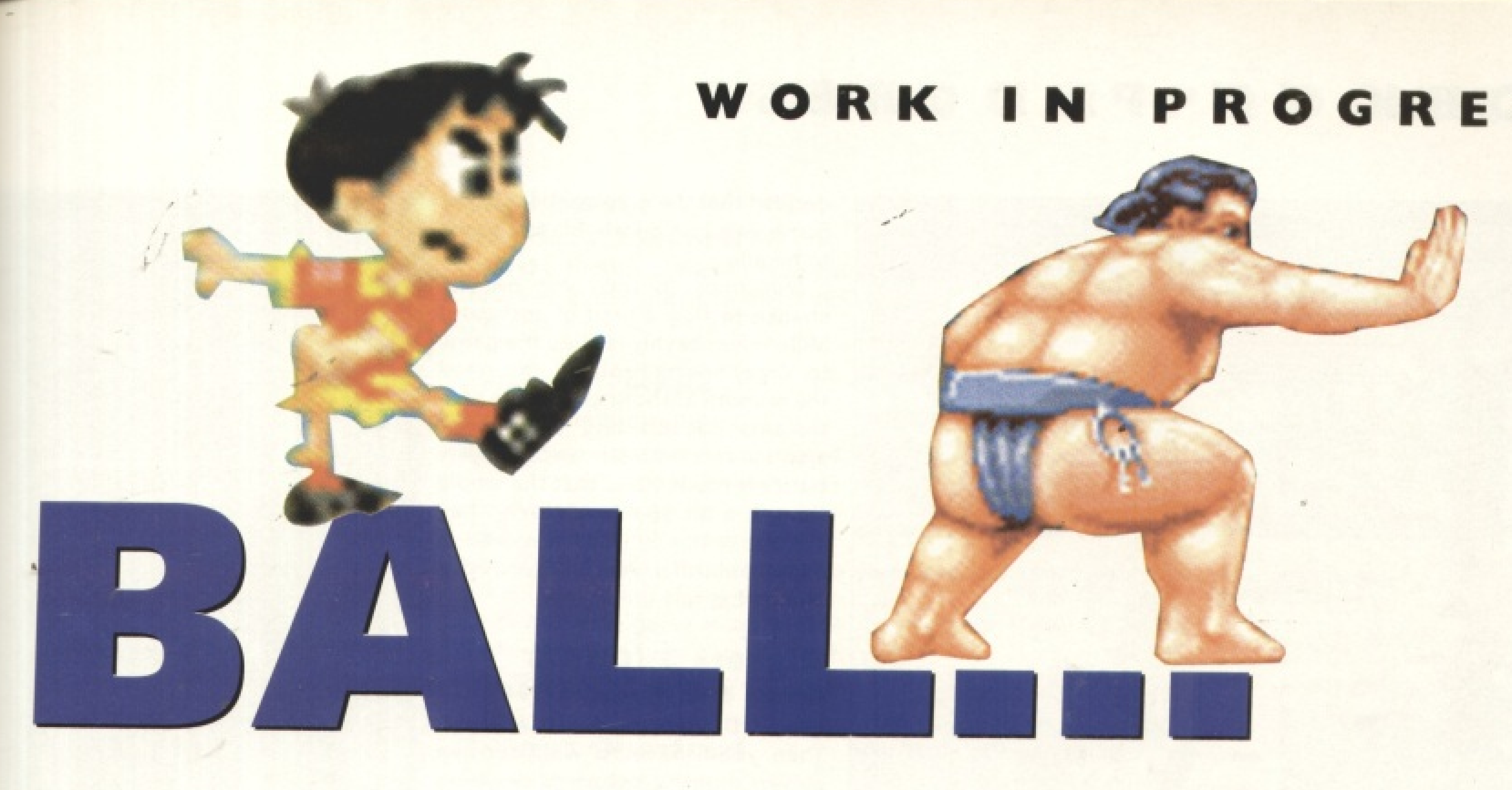
And The Rest...

Only three more games to chat about here. The smart platformer Ruff'n' Tumble looks set for a July release, there'll be a new and as yet untitled Graftgold game in November, followed rapidly by a Motorcross-type game from Andrew Braybrook.

MILLENNIUM

I don't know what's going on at Millennium's HQ but they certainly


Flight Of The Amazon Queen



intend to overdose on Amiga goodies during the coming year. The games listed below are only as much as they are prepared to give away - rumour has it that as well as the big name licences they've informed us about, they're currently negotiating for a whole lot more. Still, on with the confirmed games...

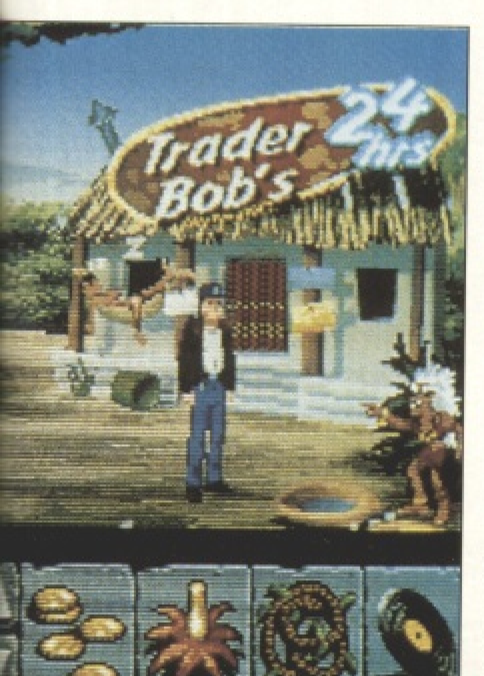
James Pond 3: Operation Star FI5h

Release date: February/March 1994

This, the forth James Pond game (including his sporty outing in the Aquatic Games, that is), promises to be a faithful conversion of the Mega Drive game, complete with all the groovy parallax and sexy animations the Sega gamers currently enjoy. It is, and I quote here, "the biggest and fastest Pond game yet - it out-Sonics Sonic and out-Marios Mario." And although that's a bit of a cruddy sales point, when you consider that Millennium have sold over 1,000,000 Pond games across 14 formats, I for one am not going to take what they say lightly.

In fact, Millennium regard James Pond as the Amiga's flagship game character and believe that Pond 3's CD32 version will help to sell the machine in much the same way as Sonic and Mario pushed their respective consoles.

And if all the hours of gameplay Pond 3 promises isn't enough to be giving away, Millennium will be including free membership to the FI5H Club for the princely sum of 'no pee'. And you can't say fairer than that, can you?



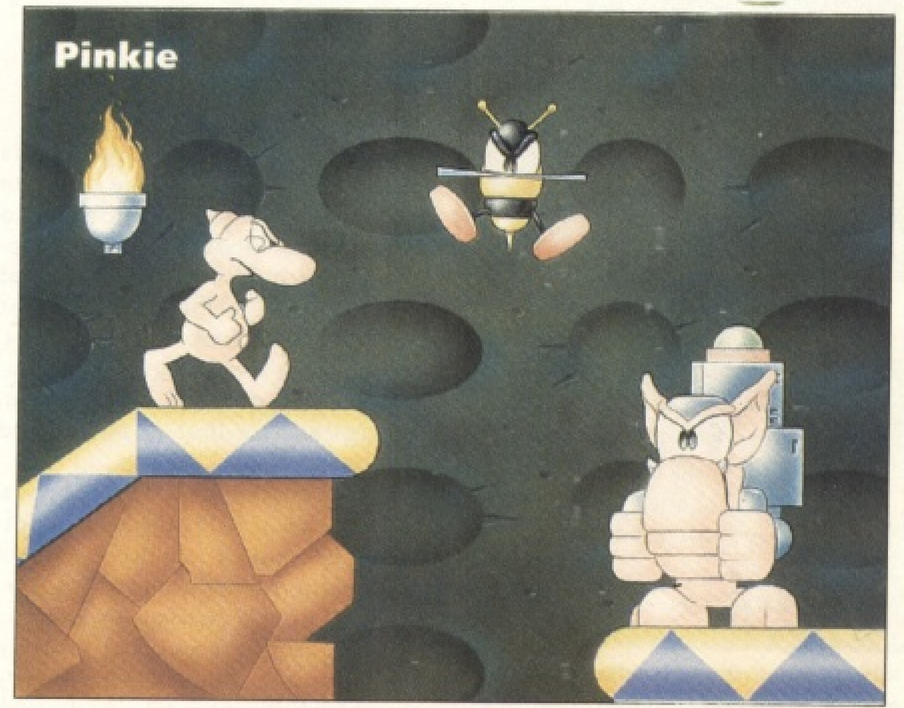
Pinkie

Release date: Easter 1994

"He's the darn cutest damn creature you've ever seen," enthuses a motor-mouthed Millennium spokesman. And considering he's seen a damn sight more of the character than we have we'll just have to take his word for it.

Apparently, Pinkie is a platform game in the truest sense of the word, which presumably means it's got platforms in it. But what will make Millennium's platformer stand apart from the crowd will be its cunning use of colour - instead of concentrating on getting X layers of parallax coupled with billions of on-screen colours, the programmers have stuck with a more eye-gratifying palette.

In fact, the same talkative Millennium spokesperson reckons that the game's use of pastel colours could almost guarantee it a Habitat licence. The game will be released across a number of formats but the Amiga version will be out first. Of course.



Pinkie

Troll Island

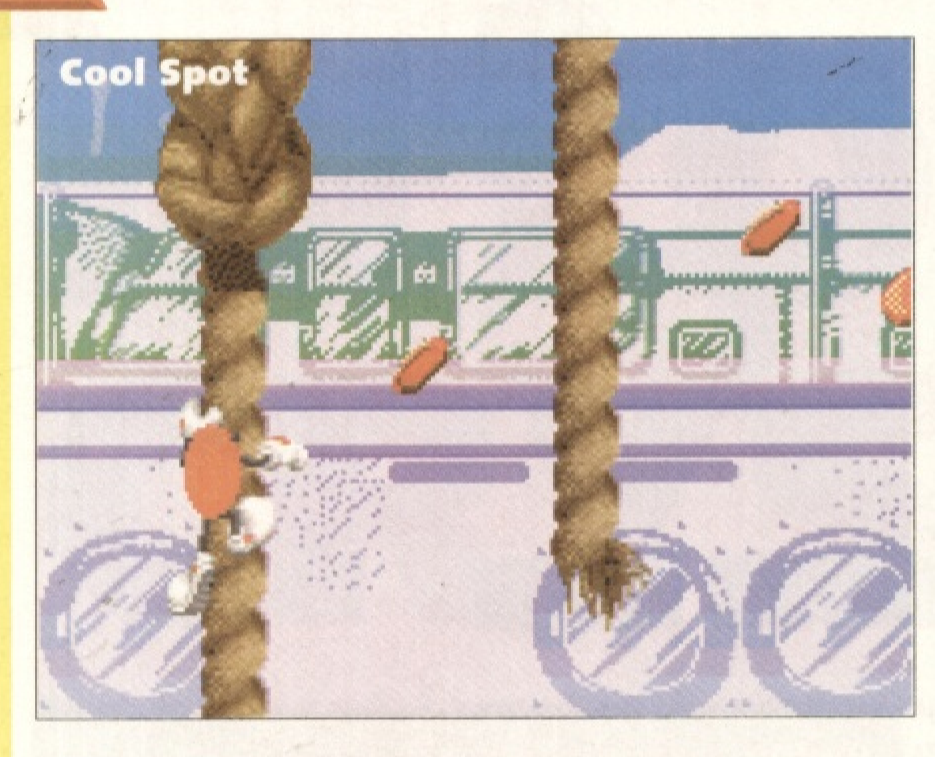
Release date: May 1994

Not that we're counting or anything, but Troll Island will be the second licensed Trolls game to hit the Amiga in just over a year. Still, Flair's effort was pretty smart and if Millennium continue pumping out games of the quality they have then this May release won't be rubbish, that's for sure.

From the sketchy details we've been given, Troll Island will place you in control of four distinctly different Trolls, each of which has his or her own unique powers. By using them in a Lost Vikings-y kind of way, you have to negotiate a series of platforms 'n' puzzles in an effort to restore the land to its former glory (apparently, the land has been swamped by a mysterious fog which has destroyed all the radiant colours, reducing them to a dull grey affair).



Pinkie


Cool Spot


Evasive Action

Although Troll Island is still a long way off, it sounds like a decent platform excursion, and I for one will be queuing up for a bus ticket.

Mr Magoo

Release date: August 1994 (A1200)

If you wanted to create a game based around the hilarious antics of virtually-blind-without-his-specs Mr Magoo then it would be easy, I reckon. Just tell the prospective gamer that he is Mr Magoo and blank the screen for five minutes or so to simulate his rather poor vision. Money for old rope.

But Millennium just aren't like that, you know. They have decided that the best way to translate the cartoony antics of old four-eyes is keep your filthy little mitts off Mr Magoo and instead place you in control of everything else around him. He'll follow a set route and by 'becoming' various objects you can guide him safely to his predefined destination (for example, by 'becoming', say, a vase you can wobble yourself off a shelf and cause Magoo to stop when he hears the resultant crash or something).

As you've guessed, my knowledge of the game isn't sufficient enough to allow me to pass 'A'-Level Magoo, but this is a very early look after all. If you can excuse the rather sad pun, you can bet we'll be keeping 'em peeled for this one in the future.

Brutal Sports Soccer

Release date: Summer 1994

The second of the Brutal Sports series, Soccer will brutally simulate the game we know as football, so expect lots of blood, gore and decapitating during ninety minutes of sheer hell. Millennium assure us that this will be a must for all soccer fans, and who are we to say it won't?

Before we go, can I just relate an interesting tale that someone told me the other day? Thanks.

You know that Brutal Sports Football is called, um, Brutal Sports Football? Well, only if you live in the UK or anywhere else apart from Germany, that is. You see, because the German software industry is more prudish than Mary Whitehouse's daughter behind the bikesheds, they decided that the gore quotient in the game was just a little bit too much to handle.

Not ones to miss out on the chance to flog a load of software, Millennium hastily retitled the game to 'Crazy Sports Football', informed the relevant authorities that the contestants decapitating each other aren't in fact futuristic soccer players but only robots, and that the whole thing is a bit of a laugh, and - hey presto! - happy Germans and a happy publisher. And thus ends this interesting tale.



Diggers 2 (CD32)

Release date: November 1994

Played Diggers to death already? Then you'll have to wait another eleven months before Millennium release the follow-up, conveniently entitled Diggers 2.

Toby Simpson is once again the man behind this mining extravaganza, and he's promising harder puzzles, better mining equipment, more space exploration and more aliens. It sounds to us that he's promising more of everything, basically, which is a task in itself considering the size of the first game. There's not much else to report on this at the moment, so let's move quickly on to...

Embassy Siege

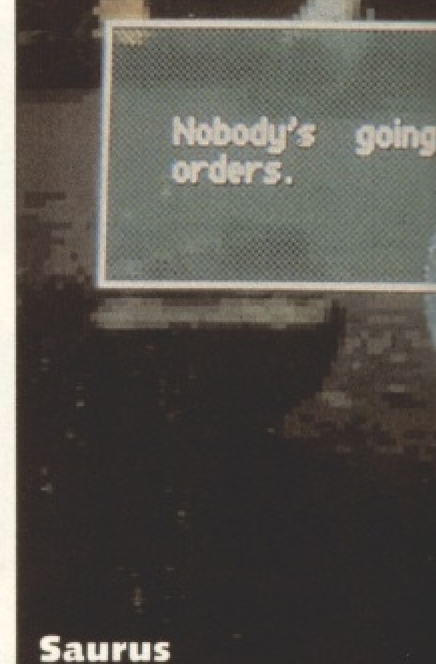
Release date: Winter 1994

Many moons ago, a software house called Gremlin decided to embark on a strategy project that looked extremely promising from the early screenshots and demos we saw. Unfortunately, Flag (as it was called) never saw the light of day - Millennium snapped up the game during its development but since then we've heard nothing. Until now.

Although Embassy Siege isn't Flag (obviously), it is loosely based around the original game-engine, so any similarity between the way the two play is entirely coincidental. However, the scenarios are completely different - Embassy Siege places you in control of a super hard team of SAS geezers while in Flag you controlled some, erm, flags as they raised and lowered themselves (Note: I'm lying here - Flag promised to be an intensely engrossing wargame jobbie, I just thought I'd try and liven this bit up a bit).

In Embassy Siege you have to rescue hostages and blow up terrorists which is a bit fortunate considering the game is based around the SAS. After all, if you had to leap from platform to platform while jumping on the nasty wrong-doers' heads then it would lose

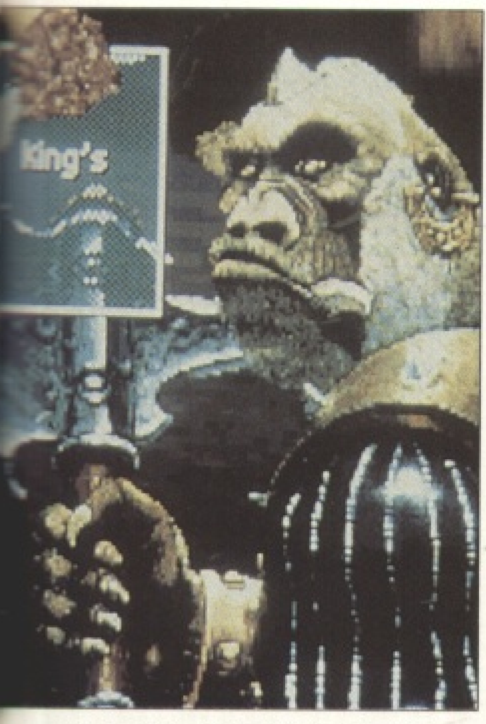
Evasive Action



Saurus







some of its authenticity. You'll have all the SAS-related equipment at your disposal (such as X-ray cameras and big sod-off guns), and you'll be able to employ all the tactical manoeuvres the real soldiers do. Sounds like a schoolboy's dream.

And The Rest...

Millennium are currently developing a beat-'em-up based around another big-name character licence. And that's as much as they'll tell us.

However, they're more forthcoming with the details of James Pond 4, which will be out next Christmas. "Yes, we're doing it," they confess.

VIRGIN

You can expect a veritable mixed bag of releases from Virgin. Arcade games, platform games, graphic adventures, flight sims... the list goes on. The games they've given us any information on are just the tip of their huge software iceberg, so watch out for more news in, erm, News. Probably

Cool Spot

Release Date: February 1994

Read this month's Work In Progress for an in-depth guide to this SNES conversion.

Crash Dummies

Release date: April 1994

This Acclaim conversion has received, ahem, 'mixed' reviews from the console mags, although the Amiga version is still a way off so hopefully Virgin will take note of the comments and do something about them. Virgin describe the game as an "arcade platform action-type game" which probably sums it up nicely.

D-Day: Overlord

Release date: April '94

Remember Reach For The Skies? You do? Good, because, Rowan Software, the development team behind that are currently working on D-Day: Overlord, which is, one presumes, a flight sim based around the D-Day operation during the Second World War.

Saurus

Release date: June 1994

From Cryo, the team behind the excellent Dune and KGB, comes this adventure jobbie featuring (would you believe?) talking dinosaurs roaming a man's world. The PC CD-ROM version will incorporate actors' voices so let's hope that Virgin consider doing a similar kind of thing for a CD32 version. Fingers crossed, eh?

And The Rest...

The all-important 'Will they?'/'Won't they?' poser still hangs over Virgin (Interactive) as to whether or not Kyrandia 2: Hand of Fate will get an Amiga release. Let me just say this: there'll be bloody trouble if it doesn't.



Soccer Kid CD32

THALION

First the good news: Ambermoon is currently being translated from German to English and should be available during February. As for the rest of Thalion's releases, thing's aren't so concrete. Air Rescue, the helicopter arcade game based around the the No Second Prize game-engine is "happening", as is Airbus 2 and Night Approaches.

MINDSCAPE

Evasive Action

Release date: Early 1994 (CD32 & A1200 only)

Evasive Action is not a flight sim. But then again, it's not a sports sim or an egg timer, either. I could go on for hours listing things it's not so let's turn this around and be positive. Evasive Action is "an air combat simulator, appealing to gamesplayers as well as flight sim fans." Right. I'm glad Mindscape managed to clear that up.

The game promises a load of features such as narrative cutaways and spy screens which will detail the unfolding action, as well as realistic sound effects to compliment the dogfights. Mindscape reckons that Evasive Action will make one-on-one dogfighting entertaining because the game draws style from arcade coin-ops. Which sounds impressive even if we don't quite understand what they're going on about.



Universe



Heimdall 2

Out To Lunch

Release date: Easter 1994

This cutesie platformer is based around the hapless Pierre Le Chef and his attempts to create the perfect culinary dish. However, his ingredients don't fancy the idea much so Pierre has to journey through 48 "challenging" levels, capturing all the vegetables and depositing them safely in The Cage.

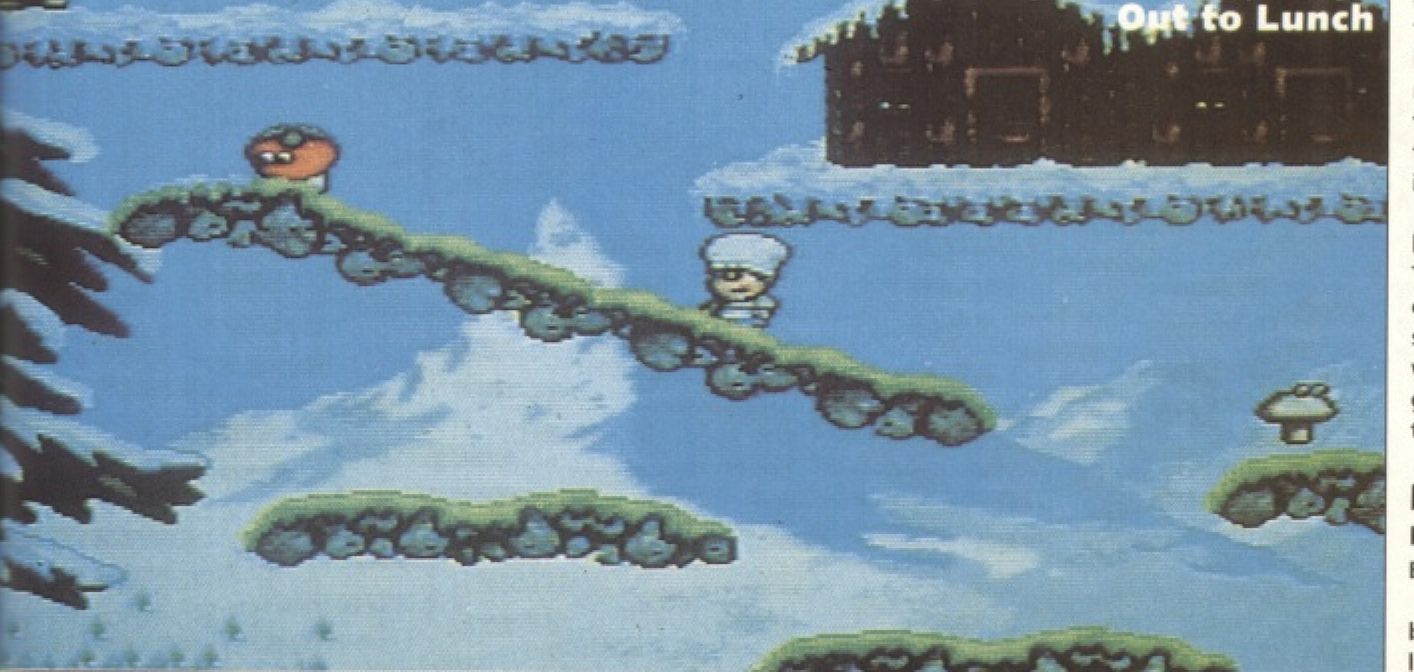
So it's basically a collect-'em-up, but a very fine and jolly one at that. The game's already a big hit on the consoles and the Amiga version should be almost identical in every way (apart from less colourful backgrounds, of course) so it looks like this could well be one to watch.

Battletoads

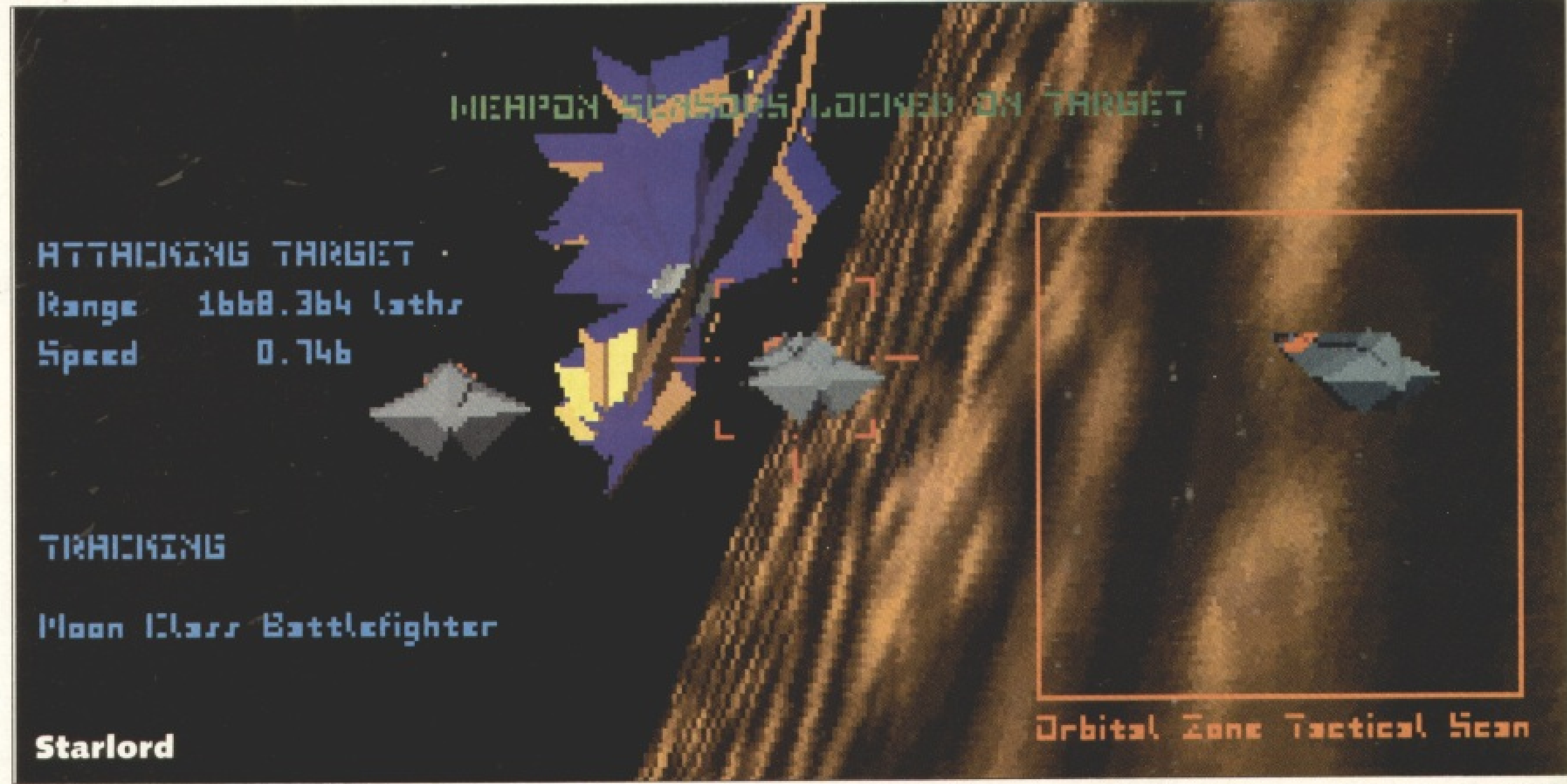
Release date: "Sometime in '94"

Er. Yes. Um...

Blimey, it seems as if this has been in development for at least a couple of years. And



Out to Lunch



Starlord


Ishar 3

that's because it has. Mindscape promise that they will get around to finishing it off during the next few months, but then they've been saying that for ages, haven't they?

And The Rest...

Mindscape have just signed a deal with a major development team who appear to create a new game every couple of days so their '94 release schedule is by no means complete. But, for the record, the confirmed games you can expect from them during the next year goes something like this: Genesia (CD32), Fury Of The Furries (CD32), Alfred Chicken (CD32) and D/Generation (A1200).

CORE DESIGN

At the time of going to press, Core were still discussing their '94 Amiga range, with only a few games given tentative release dates. First up will be Darkmere (yes, really) which should hit the shelves in about a month's time. Universe and Heimdall 2 (both featured in this month's Work In Progress) will be released around Easter time, with Skeleton Crew, a 3D isometric shoot-'em-up, out towards the end of the year.

KRISALIS

Manchester United Premier League Champions will be Krisalis's next Amiga release and should be on the shelves in January. The enhanced A1200 version of Sabre Team with additional animations and super-fast gameplay will follow on in February, chased rapidly by 'F1 Management Game' (a working title which describes the game better than I could) in March. Traps 'n' Treasures, a platform game, is also released in March.

The month of April will bring two releases: Soccer Kid CD32 and Hannibal, a game based around the exploits of the bloke who crossed the Alps on an elephant, amongst other things.

Soup Trek: The Search For Stock is an interesting little arcade/puzzle game where you have to capture ingredients for a massive soup in your tiny craft. From what we've seen it looks like this could we be one of the most original games of the year. Soup Trek will be released in May.

Finally, you'll be able to take control of four mythological chappies and guide them through five massive adventures in May when the isometric RPG Legend is released.

OCEAN

Ryder Cup

Release date: January 1994

Ocean are the software publishing equivalent of the Midland Bank - they listened to the Amiga mags' criticisms of International Open Golf Challenge and decided that they'd not release the game. Instead, they digested what they learnt from their experiences with that, let's face it, supremely average game and began to concentrate on creating a piece of software which will make PGA Tour Golf look like one of those hand-held LCD golf toys.

From what we can gather, Ryder Cup will feature accurately mapped courses displayed in all that Gouraud-shaded sexiness we know you love. As is the norm with golf games, you'll be able to make all the decisions real golfers have to face (which clubs to take out, which clubs to use, which clothing company you'll endorse next) as well as tailoring the game to match your ability.

With any luck we'll be able to review the game in the next issue but until then you'll just have to wait. Sorry.

Mr Nutz

Release date: Early '94

Although the Mr Nutz advertising campaign has begun in earnest, we have yet to see a running version of this platformer. However, I did catch a glimpse of the SNES version on the Big Breakfast and I have to say that even in my usual morning mood it managed to impress me. Or was it Gabby?

Anyway, you play Mr Nutz who has to trek across a number of oh-so-cute levels, fending off the bad guys with only his nuts(z) and his tail. The game is programmed by Ocean France whose last game, as far as we



Rise of the Robots

can remember, was the brilliant Toki conversion. CVG, our ever-helpful sister magazine, awarded the SNES version a respectable 84%, and we all know that Amiga games are better. (And if anyone else writes in saying "Dear The One, Why do you constantly rubbish the consoles? It's very childish, you know" then I'm going to print their name, address and telephone number under the heading CLAIM A FREE A1200. It's only us being childish.)

TFX

Release date: Early '94

Oh yes. Oh yes, yes, yes, yes, yes. Gimme, gimme, gimme, etc. This has to be the '94 release I'm most eager to get my hands on. TFX, as if you don't know, looks set to blow every other flight sim clean out of the sky. It's being developed by DID (the blokes behind Robocop 3 and Epic) and by golly it's looking fab. It'll only be available on the A1200 and CD32, such are its hardware needs, so if you're an A500/600 owner who's even remotely interested in plane games then upgrade now. And I mean that.

And The Rest...

Our Ocean contact mentioned a couple of other confirmed releases: Super League Football and Super League Manager, both of which will be released "early in '94". Odyssey, the follow-up to Epic, is pencilled in for a mid-year release. There are also a number of rumours circulating about the licences Ocean are currently negotiating, but because no-one's signed on the dotted line it would be unfair to mention them.



Magic Carpet

MIRAGE

Rise of the Robots

Release Date: February 1994

We'll be carrying a demo of this revolutionary beat-'em-up next issue so you'll be able to see for yourself what a completely top game it is. Oh, we'll also be reviewing it next month, too.

US GOLD

World Cup (Working Title)

Release date: May 1994

Now that the England team have assured that their place in the World Cup will be in front of the telly with the rest of us, US Gold's officially licensed footy game may prove to be the only good thing to come out of next year's competition. Obviously this game is going to have to go some to score over Sensible World of Soccer but without nothing concrete to see on either game we're prepared to keep an open mind.

GREMLIN

At the time of going to press, Gremlin were still discussing their planned releases for '94. The only two confirmed releases are K240, the Utopia-style God game, and Legacy of Sorasil, the follow-up to Hero Quest.

Creation

DAZE

First up from Daze is a football management game which will probably be called On The Ball, although that has yet to be finalised. Robinson's Requiem (previewed this issue) will be released in March, with Ishar 3 ("more of the same but bigger and better") following on in April.



Theme Park

TITUS

Blue Brothers' Jukebox Adventure

Release date: January

The Blues Brothers' second Amiga outing is a direct conversion of their SNES game, which some loved while others loathed. The game is far more traditional than the first in so much that the action is more or less left to right, differing from the original's sprawling levels, which should appease those who found themselves lost and frustrated in the 'prequel'.

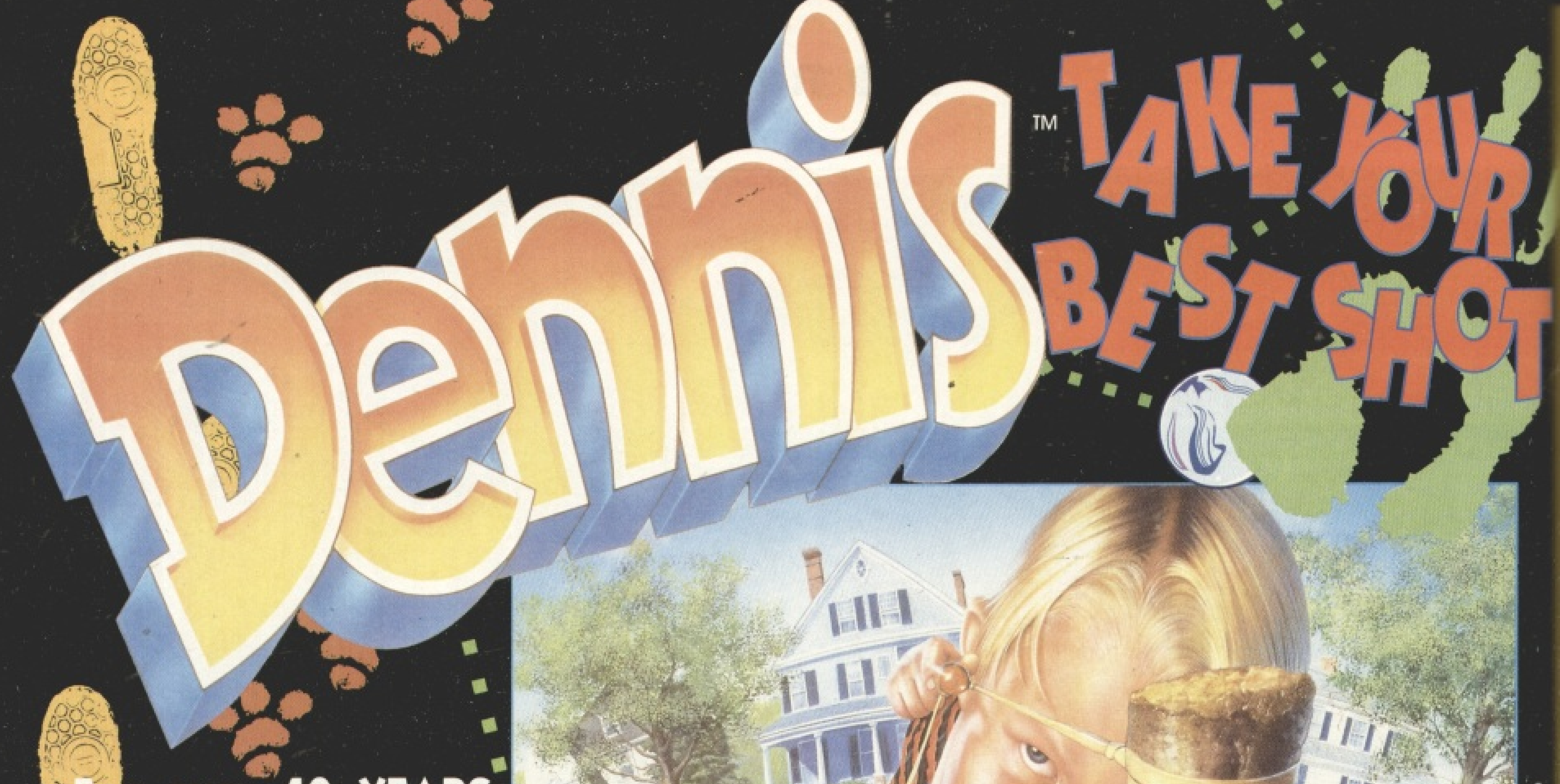
MICROPROSE

The only games confirmed for release during the first quarter of 1994 are Starlord (a strategy/arcade game in which you have to work your way up from humble Starlord to Ruler of the Galaxy), UFO (the follow-up to Laser Squad) and Pirates Gold CD32 (the sequel the Pirates! with flashier graphics and smart quests). MicroProse have loads of PC games due for release during the year so you can expect conversions of them to follow shortly after.

PSYGNOSIS

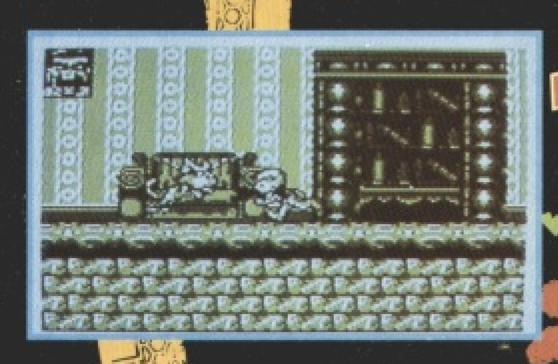
Another list of games from those producers of top-quality software. SOOOO, deep breath, here goes... Dracula (January), Creepers (February), Ben E. Factor (February), Armageddon 2 (February), 'G2' (March), Evil in Chayborne (September) and 'Castle Game' (October). Unfortunately this is as much as we know at the moment but you can expect more next next issue.

I'll be brief because we covered these three last issue. You can expect Theme Park around Easter, with Magic Carpet and Creation (both CD32 only, at the moment) following on towards the end of the year.



For over 40 YEARS he's been making us laugh... driving Mr. Wilson crazy! Now you can play the sling-shot hero and join in on all his side splitting pranks. Dennis is his name and mischief is his game! So c'mon...





IT'S TIME TO MESS THINGS UP A LITTLE!!!



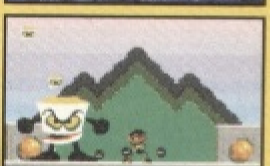
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GAME BOY™ SUPER NINTENDO ENTERTAINMENT SYSTEM Nintendo ENTERTAINMENT SYSTEM

REVIEWS











HOW DO WE DO IT?

At The One we believe a picture speaks a thousand words. That's why our reviews are a bit different and, we like to think, a lot better than the rest. Each game review begins with a short introduction, telling you what sort of game you're reading about and outlining its plot, then we follow that up with illustrations, maps and diagrams accompanied by informative captions that demonstrate every aspect of how the game plays.

Finally there's the Verdict where we explain the game's good and bad points in detail, so that you can work out precisely whether the game's for you or not. Bear in mind that although a review is only written by one person, the whole team play every game reviewed and the Verdict and scores are based on everyone's input.

Based on years of research this is, quite simply, the best game reviewing system devised by man.

Probably.

THE VERDICT PANEL EXPLAINED

This piccy shows you clearly which Amiga - A500/600, A1200 or CD32 - the game is being reviewed on.

This panel indicates who is publishing and who created the game, along with essential info such as how much the game costs, when it'll be released, the control system(s) used, how much memory your Amiga needs to run it, how may disks it comes on (and therefore how much swapping you can anticipate) and even whether you can install it onto your hard drive.

This percentage indicates not only how well-drawn or animated the graphics are, but also how well they complement the game. Some games look great in static form but may be slow and jerky 'in the flesh' which will be indicated by a lower-than-expected Graphics score.

As with Graphics, the Sound score isn't based purely on the quality of the tunes and sound effects, but also on how well they enhance the game. For instance, an all-guns-blazing shoot-'em-up with a silly bouncy jingle wouldn't do well here.

A500/600

Publisher: Gremlin
Developer: Euphoria
£25.99 Out Now
Hard Disk Installable
Joystick/Mouse
Memory 1Mb | Disks 2

GRAPHICS 82%
SOUND 86%
PLAYABILITY 81%
LASTABILITY 71%
OVERALL 83%

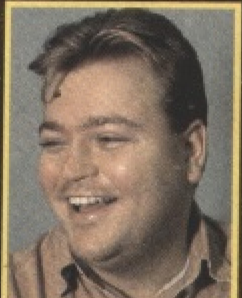
A1200
CD32

Playability, which we hope will soon be incorporated into the Oxford English Dictionary as a 'real' word (write to your MP!), indicates how easy the game is to get into and how much fun it is to play. Things like poor control or cluttered screens will take this score down.

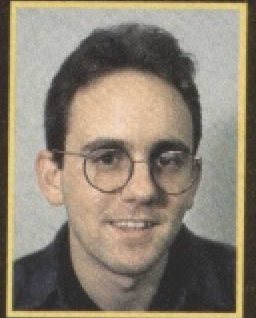
Another 'new' word, Lastability indicates whether you're likely to finish the game in a day or a year, and also whether the game is one you're likely to keep returning to time and time again. It's a rather important mark, especially with games being so expensive.

The Overall score is the definitive guide as to whether a game is good or bad. It takes into account many factors other than the four main ones listed above, which is why it's not simply an average of those scores. Anything scoring 85% or above is considered an essential purchase.

The Amiga family is even bigger than ever now, with people able to buy A500/600s, A1200s and CD32s. Here's where we'll tell you about how the game runs on the machines not covered in the main Verdict panel, as well as whether any enhanced or cut-down versions of the game are planned.



DAVID UPCHURCH
Mr Upchurch has been a busy lad these last few months, but has still found time to reminisce over the domestic pleasures of 1993 - enjoying a holiday in the Caribbean with his young lady, and then becoming a brother-in-law for the first time. Fond memories of The One? "The what?" It's a magazine. "Never heard of it mate." Oh dear. Well what about next year? "I hope to work on a bi-monthly magazine for women." Yes, I imagine you probably do.



SIMON BYRON
In true 'Byron fashion', Simon has been about as sad as ever, with the highlight of his year being the receipt of a Game Boy for a birthday present. As a result, he's spent the last few weeks of the year blagging free software off companies, while running The One in his spare time (i.e. while asleep). "1994 offers me the perfect opportunity to drink, eat and possible relax for just a minute or two". He's living in the Land of the Fairies, I tell you.



MATT BROUGHTON
Matt's fondest moment of 1993 apart from joining The One (I didn't even mention that! - Matt.) was a trip to New York with his dad, where Matt was approached by an old man in Greenwich Village and asked to pose nude for a painting. Little did he know how valuable this experience would be for when he met David later in the year. Hopes for '94? "To get a pay rise out of that Upchurch b*&!£$%!" Oh dear, oh dear. Next.



JENNY ABROOK
"My favourite moments of 1993? Well, my holiday to the Bahamas was nice. Oh yes, and when I went to Amsterdam, that was brill. Oh yes, and when I went away to Maderia I had a good time." Hmm. Jenny does enjoy being here, though, and some days hardly moans at all. Hopes for the new year? "To get more sleep, to help children and to work with animals." Presumably not at the same time, we hope. We've got David for that sort of thing.

MORTAL

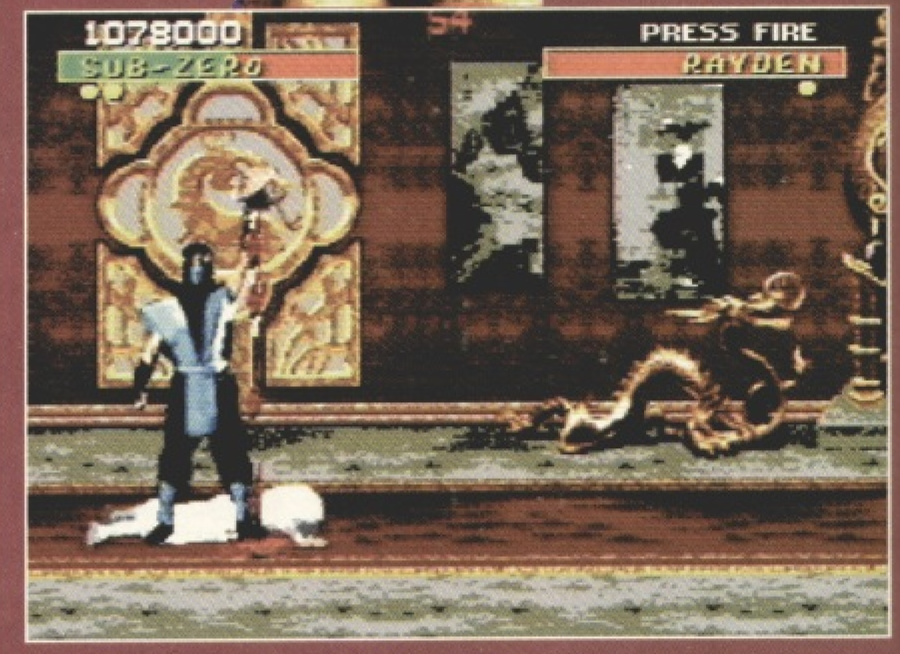
You've seen the annoying American children shouting in the streets. You've witnessed the overly large pictures of Vinny Jones on posters while you're on the bus. Now, purely as an afterthought to the hype, Simon Byron reviews the game.

Has a computer game ever been hyped so much as Mortal Kombat? It had an easy time of it in the arcades, then it came to consoles and the world and his 'I'm no prude but...' wife piped up with untold horror stories about kids becoming homicidal thanks to this game – Nintendo even banned the death moves from the SNES version! Acclaim then flogged the rights to the Amiga version of Mortal Kombat to Virgin who, after keeping us waiting for a little while, have brought out a game which bears up well against its console cousins.

The aim of Mortal Kombat, as if you didn't already know, is to seriously damage your opponent. In true Street Fighter fashion, you choose from a number of characters, each with his or her own strengths and special attack moves. The overall object of of the game is to overcome the devilish Shang Tsung, but not before a gruelling 12 rounds of punching, kicking and generally not-pleasant battling. Each fight takes place over a maximum of three bouts, with the winner being the one who wins two out of the three.

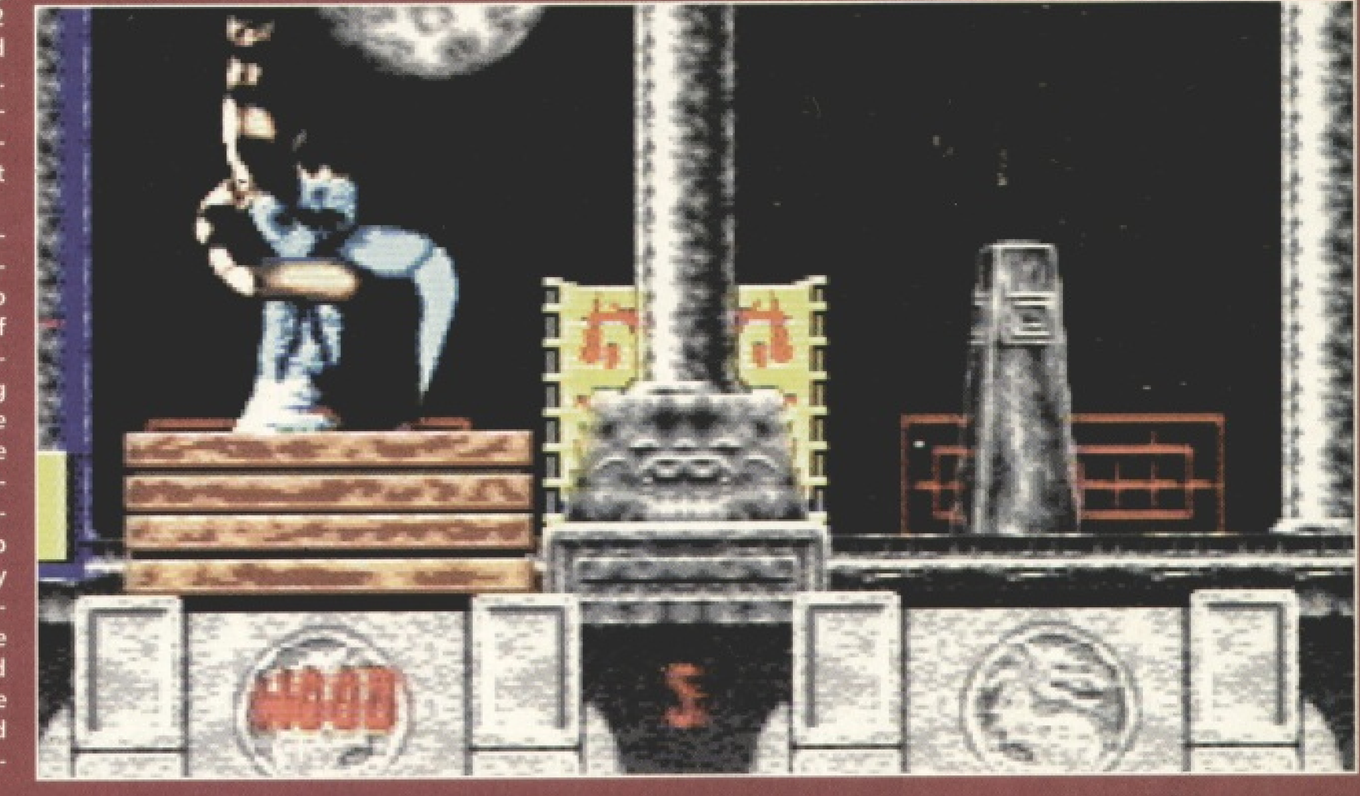
The amount of beat-'em-ups currently doing the rounds is frightening, so if Mortal Kombat is going to hold its own against the likes of Body Blows Galactic and the promising-looking Elfmania then it's going to have to be pretty special. The game has been converted by Probe Software who, thankfully, have lavished it with all the care and attention it deserves. It's heartening to see a development team actually trying to come up with the best version possible and not taking the easy way out by feeding us the old "the Amiga can't handle this..." line (which is becoming more and more feeble in light of what Terramarque have managed to do with Elfmania).

So it's good news all round, then, because, if you haven't already gathered from a crafty glance at the mark, Mortal Kombat has turned out to be something of a winner.



Unlike the Sega version, you'll find Mortal Kombat's Death Moves obvious to all - as you can see, Sub-Zero's spine-ripping move is displayed in all its gory detail. The joystick moves to initiate these sequences aren't outlined in the manual so you'll have to either experiment or discover the arcade machine's combinations.

(Below) At various points in the game, you get the opportunity to prove your strength in this sub-game. There are a number of variations on the same theme – apart from the material you've got to smash with a karate chop they're all the same. Just waggle the joystick furiously and, when the bar goes over the indicator line, hit fire. Hi-ya, as Miss Piggy used to say.





KOMBAT

Just to show that he's not as crap as he looked in the earlier screenshot, Rayden gets ready to beat up Scorpion by lunging at him. Rayden's got a fine special move too; by summoning the powers of the gods (it's reckoned that this lad's a deity himself), Rayden can hurl a bolt of electricity at his enemy, which smarts to say the least.



Sub-Zero is exactly the same age, height and weight as Scorpion, but they hate each other. Could it be that these two are like Mike and Bernie Winters, in that they're brothers who can't stand one another because one gets more publicity than the other? Here you can see Sub using his special freeze move to turn Sonya Blade into a block of ice.

Like most beat-em-ups, you move your character around the screen by moving the joystick in the direction you wish to go, and unleash one of several harsh blows by using a combination of joystick moves and pressing fire. What makes Mortal Kombat just that little bit different from the rest, though, is the way these ultra-violent moves are depicted - there's more blood in MK than on an operating theatre floor.





WHAT'S THIS?

Yes, in true The One style, we give you all the Mortal Kombat Characters in an easy to read form (mainly because it's written by me and I don't know many big words). Although you may think you've seen this before, it contains some previously un-released footage which will surely be worth a few quid in years to come.



JOHNNY CAGE

Age: 29
Height: 6'1"
Weight: 200lbs
Hair: Brown
Occupation: Actor
Special Move: Thanks to the FX boys on his last movie, Johnny can smash competitors with a blast of pure energy.
DEATH MOVE: With his opponent wobbling, Johnny unleashes an uppercut so devastating the enemy's head comes clean off!

KANO

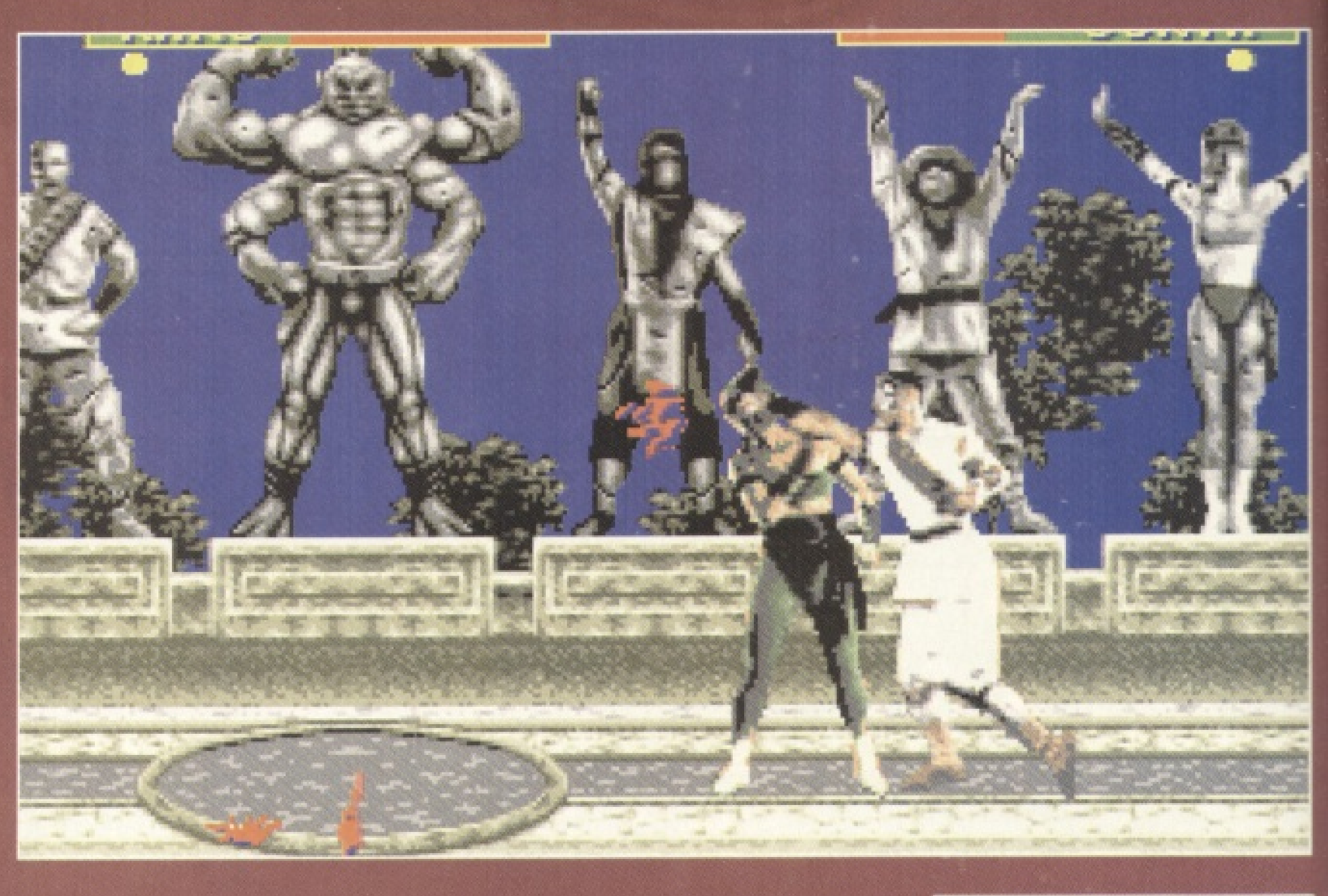
Age: 35
Height: 6'0"
Weight: 205lbs
Hair: Black
Occupation: Criminal
Special Move: The man with the metal face unleashes a knife which really does cut to the quick.
DEATH MOVE: Not quite up to Sub-Zero standards, but not far off; Kano digs deep – iÒ to his oppo's chest, pulling out his still-beating heart!

SONYA BLADE

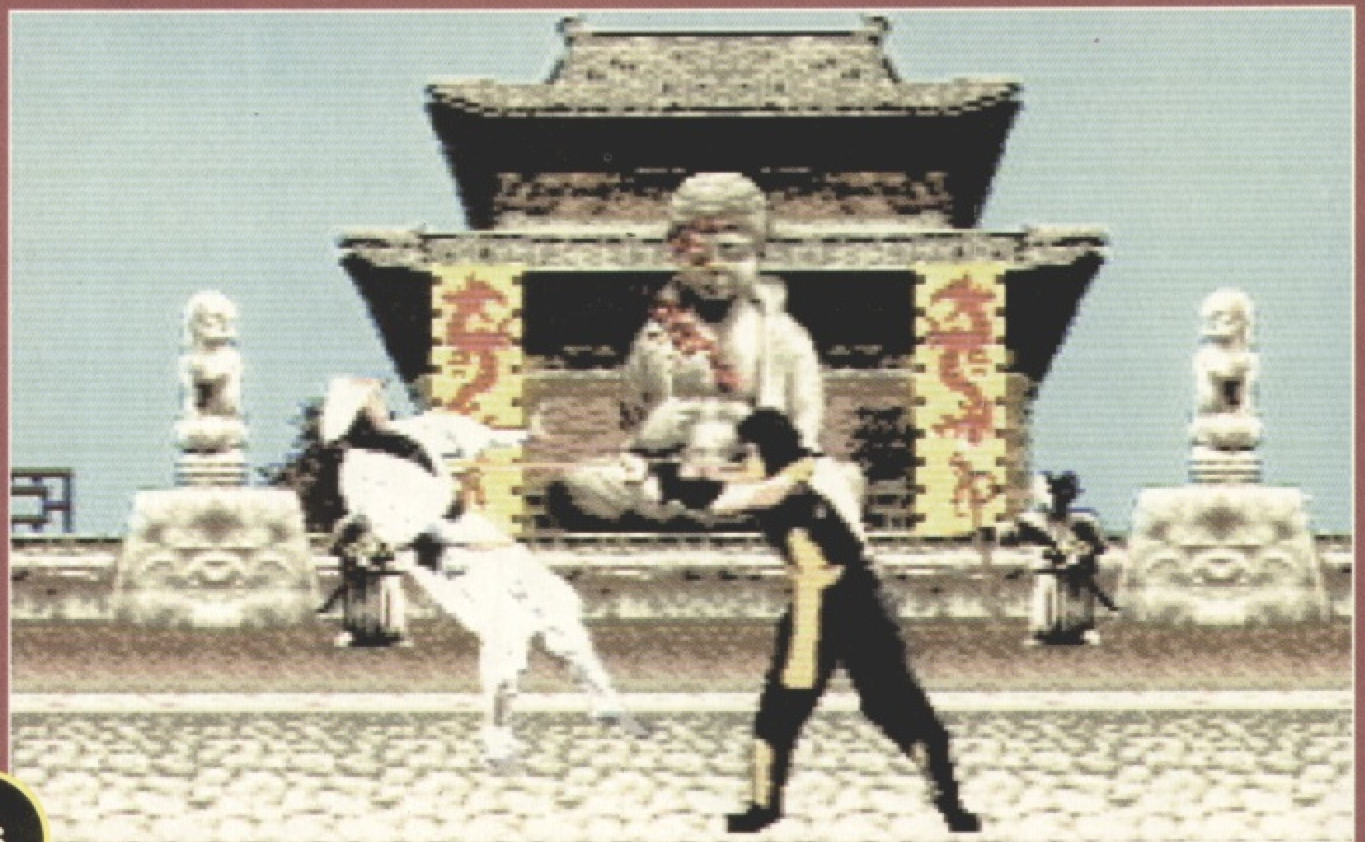
Age: 26
Height: 5'10"
Weight: 140lbs
Hair: Brown
Occupation: Task Force Lieutenant
Special Move: Sonya sends a wave of plasma rings hurtling toward her opponent. Ouch!
DEATH MOVE: This not-so little lady blows her battling buddy a kiss – unfortunately, it's a fiery smacker which turns him into a charred skeleton!



This may look like Sub-Zero getting ready to smack a now-frozen Goro, but it isn't. As you can see from the energy bar, it's actually Sub-Zero about to smack Shang Tsung. You see, Shang can change his shape, and you'll have to fight him as himself, as Goro and as a copy of your character before you are declared the best fighter in the land.



All the graphics were originally digitised and the same images have been ported across to the Amiga. They don't look very good static but on-screen they're pretty impressive, although they do jerk a bit. The graphics are the main bone of contention for the do-gooders: they claim that because they're so life-like, ordinary kids will go out and rip other people's spinal columns out. Like, yeah.





If you aren't in too much of a hurry to get into the swing of things then it's worth sitting back and watch the intro cycle through. This gives you info on the characters and their backgrounds as well as providing a perfect opportunity for Probe to show off their fancy digitised animations routine.

He may look like Sub-Zero in an orange smock, but Scorpion is very much his own fighter – with a bit of a smart special attack to match. A quick wiggle of the joystick and Scoprion hurls a big spiky thing on a bit of rope at his opponent, then reels him in and gives him a quick smack in the chops. Just like he's doing to the unfortunate Rayden here.



SCORPION
Age: 32
Height: 6'2"
Weight: 210lbs
Hair: Black
Occupation: Unknown
Special Move: Throws a harpoon at his victims, then reels them in and crushes them with a devastating uppercut.
DEATH MOVE: Scorpion removes his face mask, gulps in a breath of air and lets rip with a fearsome fireball, turning his opponent into a smouldering pile of ashes.



RAYDEN
Age: Immortal
Height: 7'0"
Weight: 350lbs
Hair: Black
Occupation: Professional Deity
Special Move: Rayden uses his godly powers to thrust a bolt of lightning at anyone foolish enough to stand in his way.
DEATH MOVE: The immortal one fires a huge lightning bolt at the head, which explodes in a shower of blood!



SUB-ZERO
Age: 32
Height: 6'2"
Weight: 210lbs
Hair: Black
Occupation: Ninja Assassin
Special Move: Sub-Zero hurls bolts of ice at his opponents to freeze them before sauntering over for a free hit.
DEATH MOVE: The best in the game: Sub-Zero grasps his enemy by the neck and, with one tug, rips his head from his shoulders, complete with spinal column attached!



LIU KANG
Age: 24
Height: 5'10"
Weight: 185lbs
Hair: Black
Occupation: Shao Lin Monk
Special Move: Summoning up his shaolin powers, Kang can blast a ball of fire at his enemies.
DEATH MOVE: A bit poor; Kang performs a backflip then flattens his opposite number with a hefty blow to the face. Pah.



Just to prove that Virgin haven't gone the Nintendo route, take a butchers at Sonya Blade giving Johnny Cage what for. There's blood splashing all over the place in Amiga Mortal Kombat, which should keep lovers of the coin-op original and fans of generally gory stuff happy, but won't exactly have Mary Whitehouse jumping through hoops. Still, who gives a stuff about her, eh? Moany old bat.



Although there appears to be only one fighter participating in this particular contest, it's just not so - Kano has performed one of his special moves and disappeared off the side of the screen shortly after whacking Sub-Zero in the 'painfuls'. It's a good job this doesn't happen in real life.



Oh dear. You'll often find this happening when you're battling on the bridge. What's occurred here is that Sonya has beaten Sub-Zero and literally kicked him off the side of the bridge. Now what Sub-Zero doesn't know is that there's a large amount of spikes underneath the bridge. Wait a minute, he does know now. Ouch!

THE VERDICT

Let's get straight to the part of the Verdict you want to know about: have Virgin left the death moves in Amiga Mortal Kombat? Yes, indeed they have! This is a very faithful conversion from the arcade original – in fact, it's possibly the most accurate conversion we've seen in a long while! The digitised characters have crossed the great divide without so much as a scratch and everything that was in the arcade and console versions of the game is included here – and that includes the gameplay! Via the difficulty modes you can tailor the one-player game to suit you, but it's in two-player that Mortal Kombat comes into its own. As with most beat-'em-ups, it's all very well fighting against the computer for a while, but you soon start to second guess what moves it's going to perform. Not so against a friend, where the action gets really furious. Speed-wise it's virtually identical to both the arcade and console versions and as far as I can tell all the sound effects and jingles have been included as well. In fact, the only major difference is the lack of animated backgrounds but I couldn't really give monkey's about that.

Mortal Kombat is, in my opinion, the best beat-'em-up money can buy on the Amiga. It scrapes ahead of Body Blows for playability and amount of characters and moves, and knocks Streetfighter II into a cocked hat. The Probe Dream Factory has done it again – hurrah!

A500/600

Publisher: Virgin
Developer: Probe Software
£34.99 Out Now
Not Hard Disk Installable
Joystick
Memory 1Mb | Disks 2

GRAPHICS	89%
SOUND	86%
PLAYABILITY	88%
LASTABILITY	84%
OVERALL	89%

A1200
CD32
No noticeable differences on the super Amiga. There are rumours about two enhanced versions (one for the A1200 and one for the CD32), but at the time of going to press Virgin will neither confirm nor deny these. Let's just wait and see, shall we?

JETSTRIKE

The game may look like it belongs in PD Zone, but Matt Broughton would tell you otherwise as he raves over Rasputin's surprise shoot-'em-up.

SPUDD (Society of Particularly Undesirable Dastardly Dudes) is a secret organisation made up of arms dealers, mad dictators and traffic wardens. None of the world's major agencies have been able to lay a finger on the organisation for years, but finally there's been a breakthrough. A highly trained mechanic called Harry has managed to infiltrate a number of local airfields near to SPUDD operations, and you, as a top pilot, now have access to all the resources available.

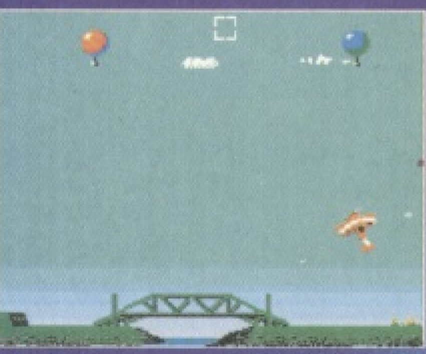
There are one hundred missions to work through, all of which will usually contain either one or two objectives; bomb a certain base, drop agents behind enemy lines, destroy a convoy of tanks etc. Harry will recommend a variety of aircraft and weapons but you can ignore his advice and choose for yourself from a massive selection if you wish.

The control system is simple in theory but takes a bit of getting used to in practice. You rotate your plane clockwise or anti-clockwise by moving the joystick up or down and control your speed by moving left or right. Pressing fire lets off your weapons but if you use a combination of joystick moves at the same time you can fire your secondary weapons. Additional keys control the undercarriage, auto-pilot, auto-choke etc.

Apart from the missions, there are training and practice runs available, as well as an Aerolympics where you must perform in 'events' - collecting balloons, flying through gates and that sort of thing. So off you go, chocks away. And all that.



A fairly normal view from Jetstrike, with you skimming the ground in an effort to thwart enemy radar while sorting out a convoy of supply trucks. In the bottom right you can see the simple but effective radar, with airspeed, weapons and damage control shown - again, all simple but very clear.



(Above) One of the more simple events of the two player Aerolympics involves flying through balloon gates floating in the nearby airspace. Other events include flying through tight tunnels and landing on restricted areas. The target box appears as soon as you are in the correct area and functions in a similar way when attacking specific targets in combat.

(Below) Here's one of the two screens filled with craft to select and as you can see it caters for all tastes - including a few helicopters which are more vulnerable to attack but are superb for collecting and dropping personnel. The weapons are displayed in an identical manner (inset) with the manual giving full details on each and every one.

THE VERDICT

No! Wait! Don't turn the page over! Within this humble-looking game there lurks an excellent lump of fun just waiting to be stroked gently. I'll be the first to admit that when I loaded this up for the first time I thought it was going to be crap, but with a bit of perseverance an incredibly fun and playable gem rises from the heap. Having mentioned the control system, I have to highlight this as the games only real major headache. It takes a long while to get used to, and what with you only getting one life during the missions, you need to be quick on the ejector seat [space bar] if you want to keep up and running. Once you do get over your first few control-related deaths (by moving up to avoid something and actually dive bombing it) you begin to get a 'Uridium 2' feeling of satisfaction as the plane becomes more and more under your control. There's an excellent amount of variety within the game, from the craft and weapons available, to the varying missions, each of which is short enough to allow fairly fast progression. There's a helpful slow-mode which takes the frantic edge off things, and you can also make good use of things like the smoke trail and auto-pilot etc to give you extra help along the way. Other than the control system, I've got no grumbles with Jetstrike because it never tries to be anything other than a fun and simple game, and that's exactly what it is. I've played this to death over the past week, and I suggest that you'll do the same.

A500/600

Publisher: Rasputin
Developer: Shadow software

£25.99 Out Now

Not Hard Disk Installable

Keyboard/Joystick

Memory 512Mb | Disks 2

GRAPHICS	82%
SOUND	74%
PLAYABILITY	85%
LASTABILITY	89%
OVERALL	84%

A1200
CD32

Please go away and stop being silly. There are no differences to be found here. I don't know, in my day you were happy if the game loaded in under nine minutes. Now kids want upgrades and music, grumble, groan, moan, mumble etc...

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"One of the best top-down racers I've ever played" THE ONE AMIGA magazine

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Amiga Power magazine

"Possibly the best racing game on the Amiga"
Amiga Action magazine

"It'll establish itself as the top down racer of the '90s"
The One magazine

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GENESIA

Mindscape's new release is a real mixture and no mistake! Matt Broughton grabs a sieve and does his best to describe this Settlers/Civilisation/Patrician challenger.

Look. Let's just get one thing straight - there's no way I'm going to do much more than scratch the surface of Genesia in this review because it's a BIG game that's going to take a LONG time to play.

It would be very easy for me to base this review on comparisons with other games, but that's not particularly fair to Genesia as it's very much an entity on its own. Just to give you some sort of picture, though, take the characteristic quirks of The Settlers, the look of Populous, and some of the strategy from The Patrician and Civilisation, and you have a fairly good idea of what to expect.

The underlying objective in Genesia is to recover seven precious jewels that have been scattered about the land, but you'll not even start on this 'mission' until you've spent a good number of hours building a populous capable of surviving on their own, let alone attacking others or branching out. The game runs as a series of 'turns' which are represented as the seasons of the year, with each one having certain obvious attributes - i.e. Autumn is a good time for farmers, etc.

One of the major paths to success involves the use of an initially small number of 'settlers' that have no individual professions. It's down to you to decide how their talents are best used and you can allocate them specific occupations. To start with, you'll need to have a woodcutter to produce wood, then a carpenter to turn the wood into usable planks. These people will need something to eat so you'll need to build some fields and get a farmer onto the land. At this stage the game plays in a similar way to The Settlers, but you have a very limited number of people to work with - in fact, only four - which can lead to a bit of a 'trying to keep all the plates spinning' sort of affair. Because of this, one of your early objectives must be to attract nomads to join your people. There are a number of minimum requirements that must be met before anyone will be tempted to join you, including the need for empty houses, enough food and water, and an average morale of over five from your people.

Oh God, I've run out of space already and I've haven't even mentioned building the different types of workshops, drills, houses, warehouses, barracks, or any of the other occupations really. Hopefully the captions will give you a bit of a further insight, so off you go and get stuck in.

In a similar way to Settlers, as you move the map across the landscape you'll hear the sounds being created in that area. As well as this, you'll also receive messages and mood hints from the people on the land. The settlers can become unhappy for a number of reasons; there might be a noisy drill too near their house, there might not be enough food for them, or it might just be that theirs is one of the professions brought to a standstill during a specific season. It's worth finding out why as they will affect your overal moral rating.

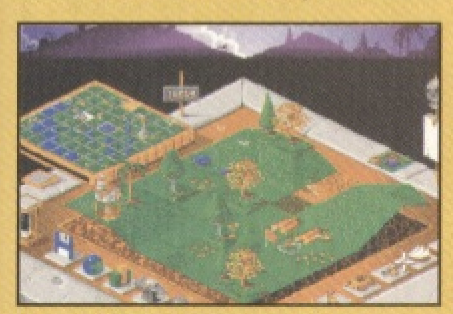
(Above) Once your populous has grown to a decent size, you can turn your attention to the matter of finding the jewels. You can send your soldiers out and search randomly, but a much better strategy is to build a tavern, thereby attracting local adventurers. By crossing their palms with just the right amount of silver (i.e. lots) they will offer helpful tips, or even better, supply you with a map. So you say X marks the spot? Hmm... I see.

(Above) One of the first buildings you need is the barracks. From here you can alter the taxes as well as form armies and approach the others with offers of alliance, which can either be non-aggressive pacts or trade agreements. As you can see from this shot (inset) you won't always get an immediate acceptance.



You might have a happy and thriving society, but you're not going to evolve very quickly unless you get down to some serious thinking. By setting up a workshop you can create an inventor who will bang his head against a wall until he discovers something. Things start slowly as he discovers simple things such as 'sciences' or 'crafts', but using his easle (inset) you can direct him to specific wonders. For example, to build cannons, you will need to have discovered metal (a craft) and gunpowder (a science), not to mention needing to employ a blacksmith.

If you leave one of your settlers (oops, wrong game) without an occupation, you can turn him (or her) into a soldier. Each soldier has a set number of movement points - shown by the scull - and can be used to claim, steal or fight for new land as well as search for the seven jewels. The diagonal icons on the right will jump to any fights, wagons, cannons etc, while the icons to the left access more general options such as statistics, disks access and the world map.



Ah, the timeless wonder of the English countryside. Here you can see my happy people going about their daily business. The drill is happily drilling, the architech is busy building me a new warehouse, and the wood cutter, carpenter and farmer are doing exactly what you'd expect. You can see how much land all the players posses by checking the overall world map in the top left. Things are in their early stages here, but in an hour or two everything will hot up as the players get closer and start fighting for land and jewels.



Though you start the game with only four settlers, as you attract more people to your happy and prosperous land you'll need to think carefully about the professions allocated to them. On this screen you can drag the individual folks to the job you want and then sit back and watch them do their thing. This screen can also be used to check up on your gang's morale and current activities. You'll only attract new settlers if the average morale is over five, so if someone is looking a bit cheesed off you need to find out why.

Clicking over the anvil icon brings up this sub-menu for the architects. The amount shown by the building indicates the cash needed, while the second menu shows how much raw material is needed. The portcullis, well, road and field can all be built immediately, but the other buildings will need an architect allocated to them. If you have any available architects with no current project, they will start to build new houses - which is very important if you want to attract new people to your land.

THE VERDICT

There's only one word to describe Genesia, and that's HUGE. I'm not exaggerating when I say that this game will take literally ages to play to its completion. There are so many aspects, you really do feel overawed at just how much you are expected to deal with. This is a bit of a put-off at first as you seem to be torn between solving five problems at a time. You're told that you need to build a warehouse, but you also need to build a drill. You need wood to build anything, but you also need to feed everyone. Because you start with only four people, it's hard to know where's best to put them, but once you start attracting more settlers you can be a bit more strategic. Apart from the Settlers aspect of the game, once you have inventors and blacksmiths inventing and, er, blacksmithing more advanced machinery and weapons you can get stuck into the main objective of locating the jewels. Sending soldiers out into the wilderness is an excellent change in the gameplay, as movement points and battles suddenly appear in a game that up until now has been a passive village management kind of thing. The conquest part of the game really surprises, as you find yourself being drawn away from the village and suddenly organising ship attacks using cannons that you invented ages ago and sending out your men to seize land. Being able to 'go inside' the buildings that you have built is a nice touch that keeps the game from looking the same throughout, and the sonics and graphical tweaks also do their job very well. Genesia has so many aspects I doubt if the programmers would be able to sum it all up in a sixteen page review - but that's where much of the game's appeal lies. I can only close by saying that if you enjoy long-life strategy games and like the look of this then you really won't be disappointed with Genesia. A truly impressive game.

A500/600

Publisher: Mindscape
Developer: Microids

£29.99 December

Hard Disk Installable

Mouse

Memory 1Mb | Disks 3

GRAPHICS 86%

SOUND 84%

PLAYABILITY 87%

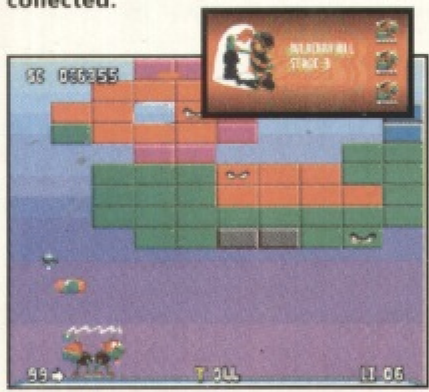
LASTABILITY 89%

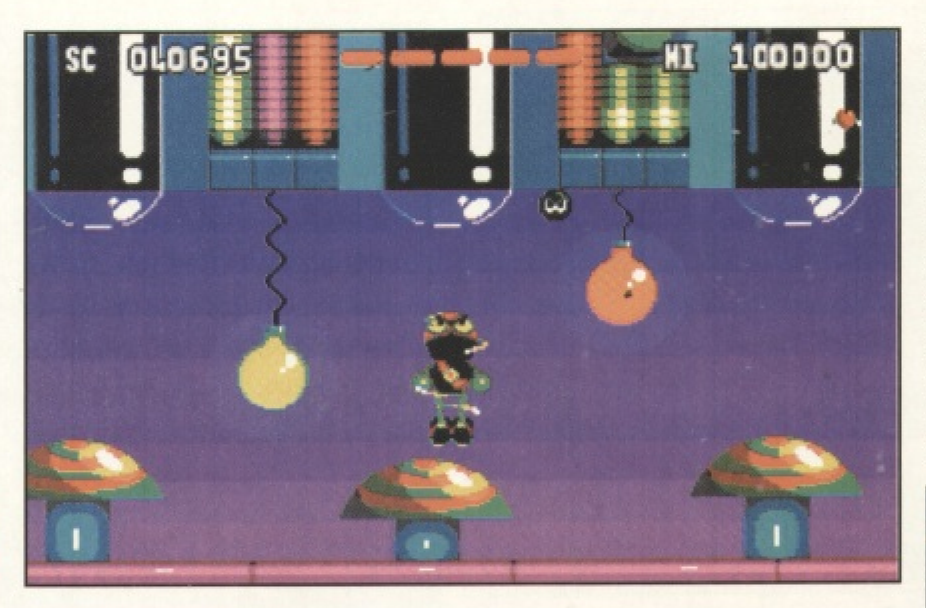
OVERALL 88%

A1200 **CD32**

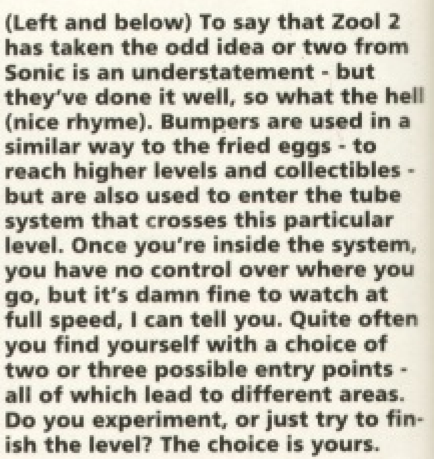
The program will actually check your machine for extra memory, and reward those lucky A1200 owners with enhanced sound, graphics and speed. Mindscape are looking into a CD32 version later next year.

(Below) Another newcomer to the game is Zool's two-headed pet dog, Zoon. Somewhere in each of the levels, there's a Zoon token which can be collected by Zool or Zooz. At the beginning of each new level, you are shown how many you currently have (inset), and when you have three, can enter a simple 'Arkanoid' sub-game. You now control the half smart - half thick Zoon and must keep the ball in play, making use of any icons that fall. Though none of your lives are at stake in this bonus game, it's worth playing for all the points and extras that can be collected.



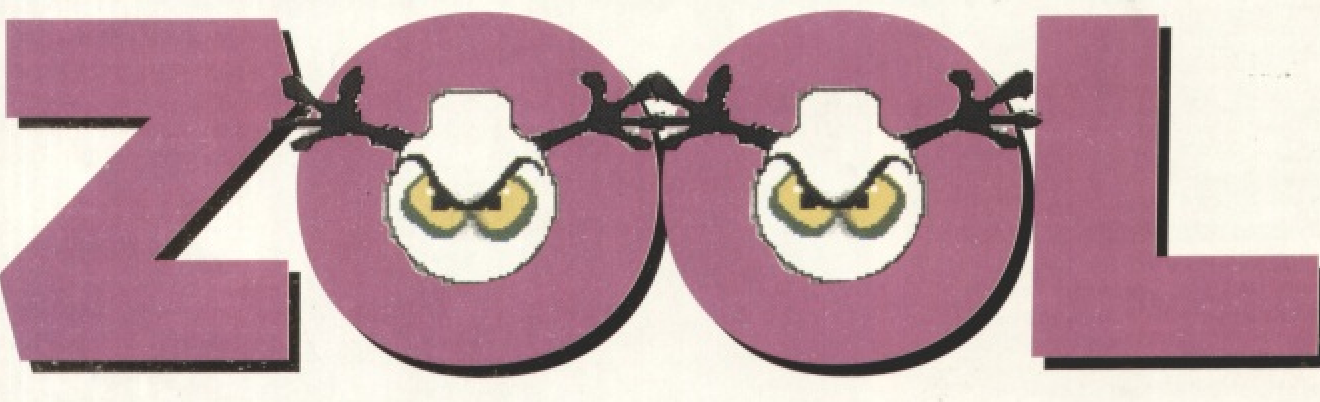


(Left and below) To say that Zool 2 has taken the odd idea or two from Sonic is an understatement - but they've done it well, so what the hell (nice rhyme). Bumpers are used in a similar way to the fried eggs - to reach higher levels and collectibles - but are also used to enter the tube system that crosses this particular level. Once you're inside the system, you have no control over where you go, but it's damn fine to watch at full speed, I can tell you. Quite often you find yourself with a choice of two or three possible entry points - all of which lead to different areas. Do you experiment, or just try to finish the level? The choice is yours.

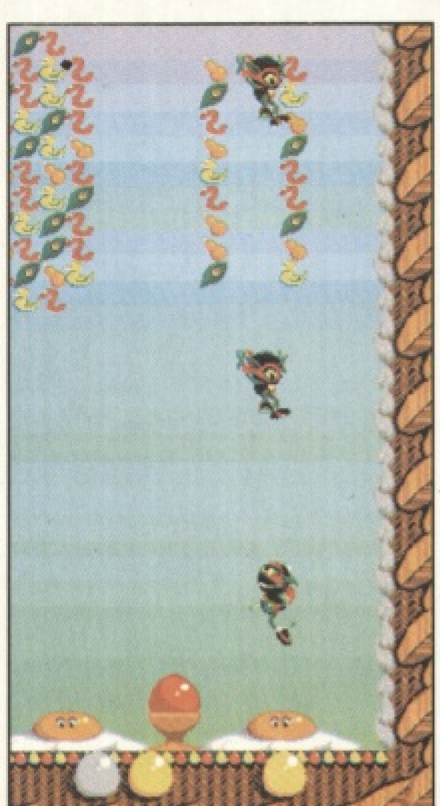


Matt Broughton was a self confessed Zool hater, so who better to put Gremlin's sequel under the magnifying glass than he? Come now as we go... through the console.






ZOOL 2



As in the original Zool, you can still interact with some parts of the scenery. As well as being able to smash open the eggs, light bulbs, etc, in the same way that you did with the Chuppa Chups signs in Zool, you can now also make use of springy objects (such as a fried egg) to propel yourself upwards. Here you can see one of the areas that are well worth a hunt for - filled with goodies.

I never really understood all the fuss over Zool. At the time it seemed as though Amiga owners were so desperate for a unique character to rival the consoles' many, that they would embrace just about anything that looked slightly shiny. I don't think a month went by without someone proclaiming that we should 'prepare to meet the Amiga's answer to Mario/Sonic' - and most of them were pretty lame.

I personally went out and bought Zool and was bitterly disappointed. It seemed to me to be a 'run-of-the-mill' platform game, promote by Gremlin's hype machine. Well, time has passed and here we find ourselves faced with another Zool. I bet Gremlin would scream if they knew that I - 'Matt the Zool hater' - was reviewing it!

Having completed his journey through the six worlds in Zool 1, Zool now has to travel through a further six worlds including such Sonic-y names as Swan Lake, Bulberry Hill, Tooting Common, Mount Ices, Snaking Pass and more. The levels are huge and boast a wealth of hidden rooms and passages, bristling with extra points and bonuses.

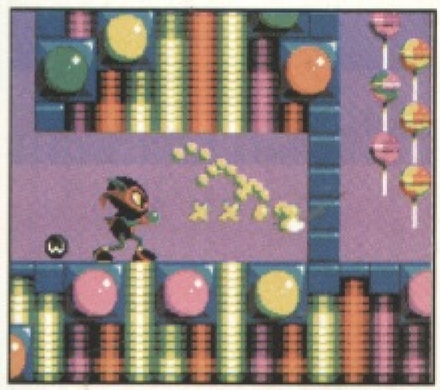
Zool is no longer alone in his mission, having been joined by his young lady friend Zooz, and Zoon, his pet dog. Though they never appear together, you can choose to play as Zool or Zooz, who both have slightly different features - Zool punches while Zooz whips (oo-er), Zool can smash platforms from below while Zooz bounces through from above, etc. You take control of Zoon in a bonus sub-game, with 'entrance tokens' needing to be collected from each level, leading to an 'Arkanoid' affair.

At the end of each world (which consist of three individual levels), the player must face Mental Block - a new villain taking on a form relevant to that level - who must be defeated before that level can be passed.

Zool also has more toys than in the original, and can now collect smart bombs, shields, an R-Type build-up shot and, of course, the good old clone invincibility. He has also gained a few new moves along the way, and the control system has been tweaked to improve gameplay. So, I hear you ask, tell us what it's like. Okay then, step this way...

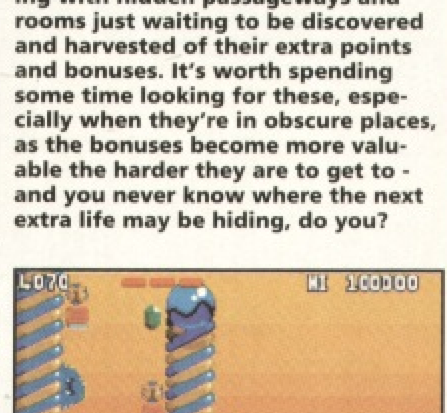


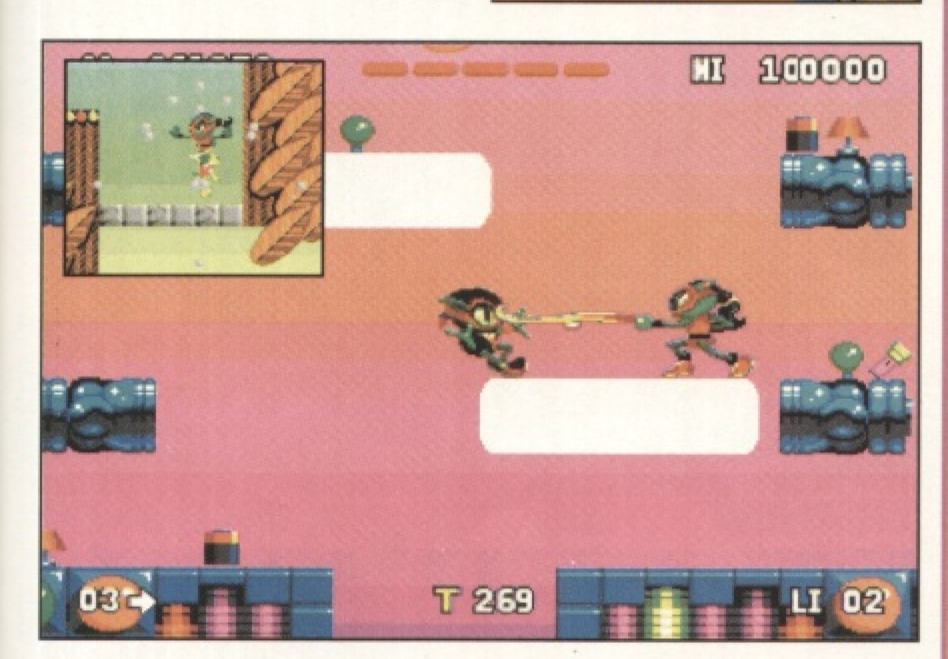
This is the new git on the block - Mental Block. At the end of each world, Mental Block will appear and provide some 'end of level guardian'-type action. Initially, Mental Block attacks you as himself, but from then on will always have a different appearance, relevant to that level (insert). You need to avoid both him and anything he throws at you, all the time keeping the bullets flying his way. If you're wondering what the three little blobblets around me are, they're my smart bombs just waiting to be released. Take that! It only takes a minute girl.



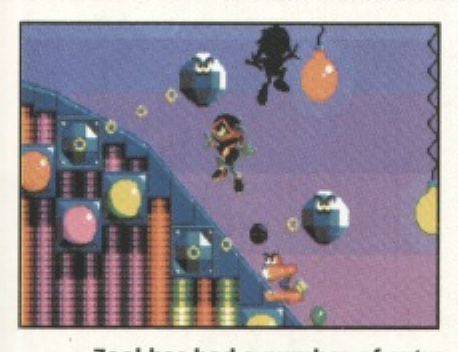
As you travel around the worlds, it's worth keeping the old fire button going because you never know what you might find behind an innocent looking wall. Zool 2 is literally teeming with hidden passageways and rooms just waiting to be discovered and harvested of their extra points and bonuses. It's worth spending some time looking for these, especially when they're in obscure places, as the bonuses become more valuable the harder they are to get to - and you never know where the next extra life may be hiding, do you?

Here at the start of Tooting Common, Zooz has a fair bit of work ahead of her. The bottom left figure shows what percentage of the level's items have been collected so far, the arrow shows the general direction for the end of the level, and the middle figure shows how long she has to do it in. You can only leave each level once you've collected 99% of the items, and though the early levels will let you get away with sloppy work, by this level, every little token is needed to avoid running out of time without enough items.



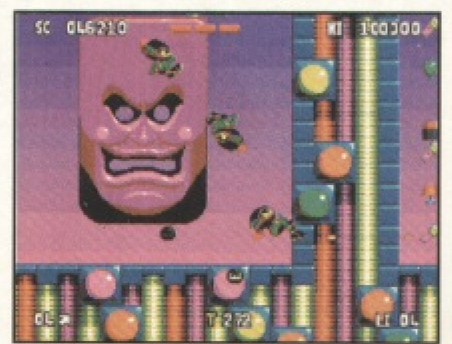


Zool wouldn't be Zool without the odd moving platform here and there, and what (watt!) better way than with big chunks of solid light. Some well timed jumps are called for when you come across obstacles such as these, and they get shorter and faster the higher you go. Though you'll never see Zooz and Zool together on levels like this, I've put them together so that you can see Zooz in action with her whip (cwor!) Zooz plays exactly the same as Zool, only she can bash through weak platforms from above (inset) while Zool smashes them from below.



Yet another Sonic-inspired obstacle comes in the form of these swinging 'ball and chain' affairs. Again, careful execution of jumps and slides are needed to pass these devils who have been cleverly positioned to cause you as much bother as possible. The other solution is, of course, to pick up one of the power-ups. Here I've managed to collect the good old 'shadow clone' icon, which apart from looking snazzy, also gives me limited invulnerability. Hurrah!

Zool has had a number of extra moves added to his repertoire. He's now able to scale walls, leap from one vertical surface to another, roll from one side of vertical platforms to the other, and this new move which reminds me of Buster Keaton for some reason. Run into a wall and press fire, and Zool will spring himself backwards at high speed. This spinning method gives you a much higher jump than usual, meaning that you don't always have to approach the levels in the obvious way.



THE VERDICT

Wow! My mouth hangs open and I stand amazed! This really is as good as Gremlin have been boasting. I really had no time for Zool 1 at all, and haven't loaded it up more than about half a dozen times since I bought it; but this is an entirely different bucket of donkeys. First things first, the graphics have been much improved from Zool 1, with much more variety and major improvements as far as the character of the, er, characters go. The music is very good, with a choice of 'techno' soundtrack or superb sound effects - not to mention the excellent title music and effects. The control system is much more instinctive, and the added moves make all the difference - particularly the wall climbing ability. The levels are much larger and more impressive than the original game's, with a million little nooks and crannies stuffed with hidden passages and bonus rooms to be explored, and there's a healthy spattering of extra lives for the player interested enough to dig around. This makes all the difference to the longevity of your game, and if you want to play it seriously it means the difference between leaving the first level with four lives or seven (if you know what I mean). Having the choice between Zool and Zooz is also a nice extra, especially as it's more than just a cosmetic change, allowing you to actually play the levels in a different way depending on who you are. A certain blue hedgehog has to be mentioned here, as I feel a certain amount of 'inspiration' has been taken from 'Mr S' - but as I said before - they've done it well, so good luck to 'em. If I'm honest with you, I was expecting to be very underwhelmed by this, but I've actually had a brilliant time reviewing it and have already got a personal copy waiting to be taken home. Many games have tried to copy console fun, but this is about as good as it gets. I'm off to eat some humble pie.

A500/600

Publisher: Gremlin
Developer: In-house

£25.99 Out Now

Not Hard Disk Installable

Joystick/Keyboard

Memory 1Mb | Disks 2

GRAPHICS 88%

SOUND 90%

PLAYABILITY 88%

LASTABILITY 89%

OVERALL 90%

A1200
CD32

If you play this version on the A1200 it doesn't slow down when there's a lot happening on-screen, but otherwise it runs identically. The standard version will be released on CD soon, with A1200 and CD32-specific versions appearing later in 1994.



T2 THE ARCADE GAME

The second coin-op convert from Virgin this month is also programmed by Probe. Arnie comes to Amiga in a version of the hit gun game from the arcades. Simon Byron takes a look.

The war against the machines looked to have been won in 1984 when Sarah Connor destroyed the Terminator which had been sent back in time to kill her and her unborn child. However, Skynet had sent two Terminators through the Time Displacement machine, the second being a brand new prototype T-1000, a liquid metal-formed terror that could change its shape to mimic anyone it touches. Time to start filing those pants.

But wait a minute – there's another saviour in town. And it's a T-800 Terminator! You control Arnie in this conversion of the hit coin-op which featured stunning graphics and a couple of Uzis bolted onto the cabinet. T2 – The Arcade Game is a variation on the Operation Wolf theme, with the first-person perspective 3D screen scrolling horizontally, giving you a through-the-Terminator's-eyes view of the action. You begin the game in the year 2029, where your task is to blow up lots of Terminators, as well as airborne and ground-based Hunter Killers, before blowing up Skynet and travelling through time back to the late 20th Century to protect Sarah and young John Connor from the unrelenting T-1000.

The game takes place over a number of levels ported across from various scenes from the hit movie. In the future, you've got to blast your way toward the Skynet defence system, blasting the baddies and picking up bonus items along the way. Then you're beamed to the past to take care of Connor and his mum, whose mission it is to destroy the Cyberdyne Systems building, before the T-1000 catches up with them.

The major problem with this conversion was going to be the lack of attachable Uzis you can fit to your Amiga. But, like Mortal Kombat, the Probe team seem to have taken everything in their stride and come up with yet another superb game in its own right.



Schwarzeneggers galore! You'll notice that there are loads of wooden crates dotted around the screen. Now, you might think that they're there for no purpose other than for the Terminators to hide behind because they're scared. But that's not what they're there for at all. You see, if you shoot at them, they burst open to reveal various goodies, in a manner similar to the boxes on the first level. Once you've opened them up, blast at the bonus to pick it up. You can shoot other background objects as well, such as the light fittings, but it's best to concentrate on the Terminators, otherwise you'll die. And so will John Connor.



Here's where you start. The stage begins with a barrage of Hunter Killers, blasting missiles at you. Shoot these boys down and you get to tangle with the Terminator Endoskeletons. These lads pile onto the screen in droves, so make sure your gun's primed and ready for action. When you get to this particular part of the stage, make sure you don't shoot the rebel soldiers.

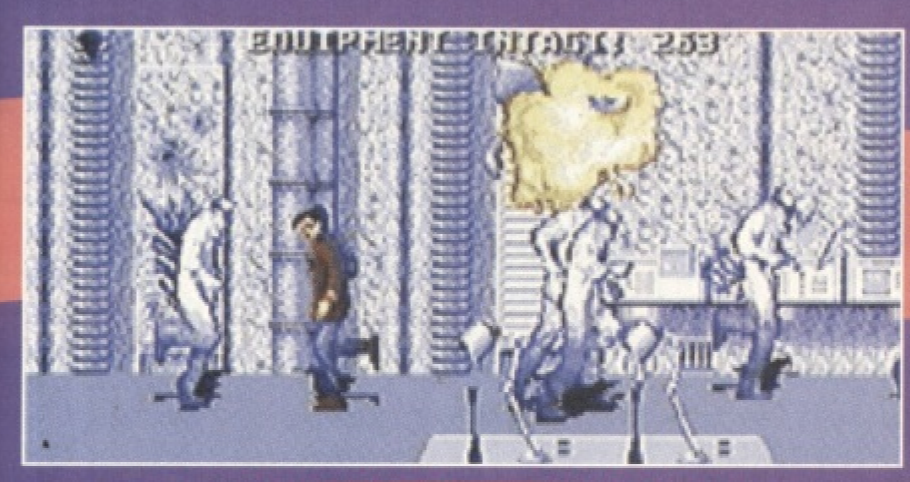
However, do make sure you shoot the boxes at the bottom of the screen, as they give out all manner of useful items to help you on your way.



Just like in the coin-op (and in so many Operation Wolf clones these days) big Arnies pop up right at the front of the screen at the most inopportune moments and start blasting away at you, whittling down your energy bar faster than you can say "Oi! Can you stop doing that please?" The best thing to do in a situation like this is to ignore any background baddies and concentrate on getting rid of the big lad, because if you allow him to continue pumping you full of holes, you're not going to last for very long.



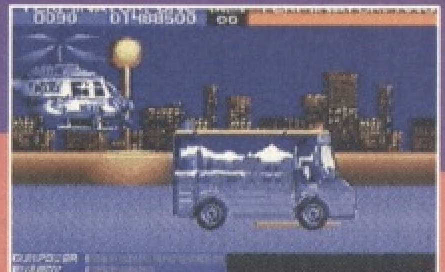
No, Lee Majors hasn't moved his Fall Guy role into the 21st Century, although looking at the state of that jeep you'd be forgiven for thinking that. Erm, what am I talking about? Anyway, this level involves you guarding John Connor as he attempts a getaway in this truck. Hindering his escape are masses and masses of Terminator Endoskeletons and Hunter Killers, all baying for your blood and that of Connor. The Terminators run towards the truck, blasting holes in it, and you've got to wipe them out before the truck blows up.



You've travelled back in time! Finding yourself in the Cyberdyne building, you are dismayed to discover that the entire police force has turned out to greet you – with their guns. The object on this level is to destroy every piece of equipment in the building, so that Miles Dyson can't complete his research and create Skynet, thus wiping out the nuclear war and the takeover by the Machines (if you've seen the film then you'll know what I'm on about). Sarah and John Connor rush around, leaving bonus items on the floor for you, and you've got to shoot all the equipment as well as taking out the massed ranks of the boys in blue.



You're deep into the Cyberdyne building now, in the research and development area. What you must do here is find the Terminator arm and CPU from the first T-800 that tried to kill Sarah Connor in 1984 (it's this stuff which Cyberdyne kept secret and which Miles Dyson based all his research upon). Watch out for the scientists and pick up the items left behind by John.



Now you're in trouble! The T-1000 is on your tail, and he's found a police helicopter. Luckily, you've got hold of an armoured truck in which you've stowed away Sarah and John. Now don't ask who's driving the thing (because in the film it was Arnie, but in the game you're running along beside the van, blasting at the chopper) but the object is to pump the helicopter full of holes before it wastes you by repeatedly smashing into the back of the trunk.

THE VERDICT

Have those Probe boys been on extra-special programming pills or what this month? First, they knock out a cracking conversion of Mortal Kombat, then they go and give us a really very good version of the T2 coin-op! If you forgive the fact that Virgin don't supply a plug-in Uzi with the package, this is as close a conversion of the arcade machine as you could sensibly hope for, and I'm sure Arnie's going to be pleased that for once a game containing his mush has turned out to be anything other than a real stinker. T2's got everything – superb graphics which have been ported well from the coin-op, loads of sampled sound effects and the sort of no-holds barred action which makes all these Operation Wolf-type games such successes. All of the coin-op's levels have been included in the game, and with all of the game's features you'd expect there to be disk-swapping a-plenty. But no; T2 - The Arcade Game is supplied on just two disks, and there's the bare minimum of swapping to be done. My only real whinges about the game are the incredibly bad music scores – there's absolutely no need to create music as painful to the ears as this – and the fact that, as with all games of this genre, T2 tends to get quite samey after a while. But as the old saying goes, if you're a fan of all-out action and mindless violence, as well as a person who goes gaga over anything Arnie, then you're going to be glad you bought a copy of T2 - The Arcade Game.

A500/600

Publisher: Virgin
Developer: Probe

£29.99 Out Now

Not Hard Disk Installable

Joystick/Keyboard

Memory 1Mb | Disks 2

Category	Score
GRAPHICS	88%
SOUND	69%
PLAYABILITY	87%
LASTABILITY	79%
OVERALL	84%

A1200 / **CD32**: Same old story, I'm afraid. No noticeable differences when playing T2 on the A1200. No A1200 version is planned. No CD32 version is planned. Etc, etc.

LAMBORGHINI AMERICAN CHALLENGE

Larger than life and twice as fast, Matt Broughton clunk-clicks and prepares for speed ahoy with Titus' latest driving experience.

"Tuesday night," I said. "Rehearsal," I said. "Don't be late" I said. What happened? The lads came round, we loaded up Lotus Turbo Esprit and then wasted three hours - not writing songs - just driving round and round ramming each other off the road. The productivity of the average rock-funk-pop group will never be the same if you start rehearsing in the same room as an Amiga. And I should know.

Yep, pretty good timing this one, really. With me still gloating over my bedroom victory, what should arrive but Lamborghini American Challenge - the follow-up to the well-received Crazy Cars 3.

Crazy Cars 3 was received with open arms and high marks about a year ago, but the poor sales where put down to a number of problems - the most major one being the lack of a two player mode. So guess what you'll find in Lambo' - yes, a two player mode. Huzzar!

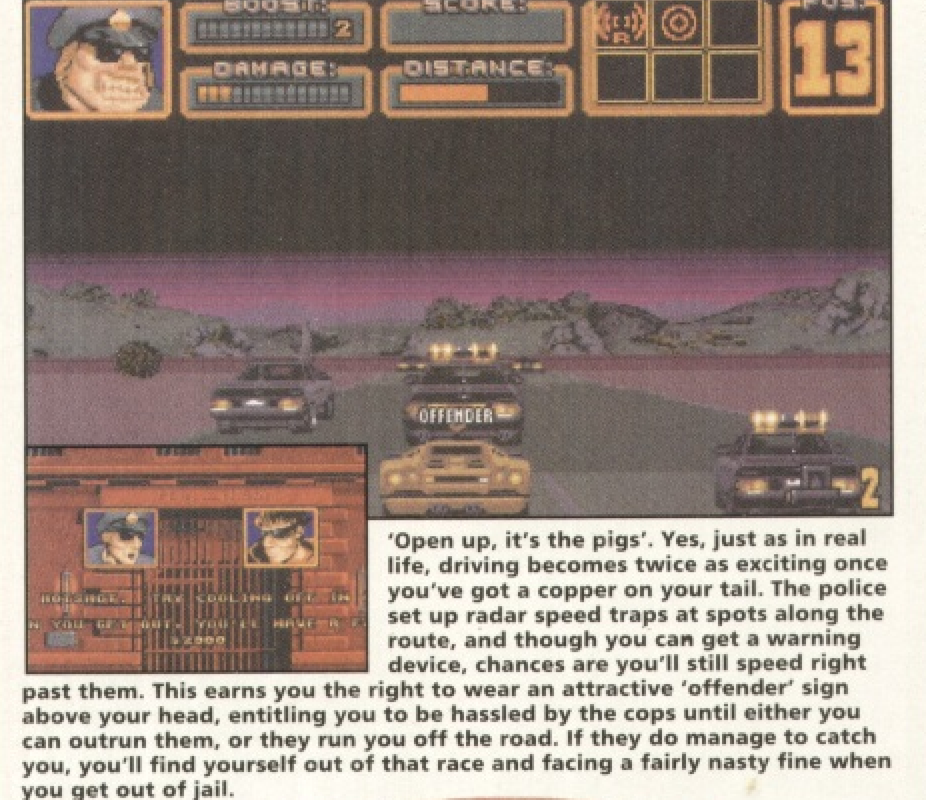
Well, with my obligatory 'huzzar' out of the way, I expect you'll be wanting to know exactly what to expect from this, but in honesty it's just CC3 with two players, so it seems a bit silly explaining the mechanics of a racing game - but I'll do it anyway (I have to or they won't pay me.)

You must compete against 19 computer controlled rivals, as well as an infinite number of drones (simply referred to as 'locals') as you work your way across the U.S of A, racing through just about every major city you'd care to name. Weather conditions change drastically as you move from city to city - affecting the way your car handles, and police have set up speed traps on some of the routes, forcing you to take it easy or make some new friends back at the station.

The standard extra items can be glued onto your motor to add turbo boosts, super-traction etc, or if you'd rather waste your money in a different way, you can bet on each races winner with the computer rivals.

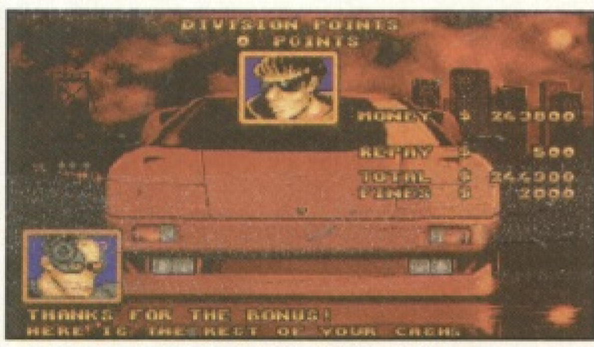
Oh come on, you know what I mean. Vroom vroom, blah blah etc. Go on - sod off.

If you like a flutter then I'm sure you'll enjoy losing a few hundred dollars on a friendly wager. If you enter a race that includes any of the computer rivals, you can participate in a bit of 'harmless' gambling beforehand - so it's time to put your money where your trousers are, and show how confident you really are. To start with the rivals aren't very adventurous, but as the game progresses, they'll start offering larger and larger amounts to bet against. Once you've got all the extra on your car, there's not a lot else to do with your money anyway.



'Open up, it's the pigs'. Yes, just as in real life, driving becomes twice as exciting once you've got a copper on your tail. The police set up radar speed traps at spots along the route, and though you can get a warning device, chances are you'll still speed right past them. This earns you the right to wear an attractive 'offender' sign above your head, entitling you to be hassled by the cops until either you can outrun them, or they run you off the road. If they do manage to catch you, you'll find yourself out of that race and facing a fairly nasty fine when you get out of jail.

From this main map you can select the city for your next race. By passing your cursor over one of the stars, you will be presented with a board (inset) which gives details on the prize money up for grabs, local drivers' skill level, the weather conditions, and the possibility of police presence. Obviously the greater the challenge, the higher the rewards. The main computer rivals will also appear if they are racing in that city. This map screen is used to access the shop and garage facilities.



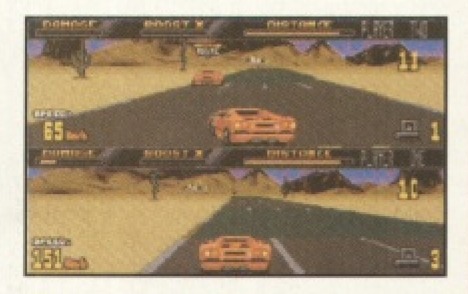
(Left) After each race, you'll collect any prize money and pay off any outstanding fines. Any rivals that bet against you will pay up or slag you off, depending on how well you did. You need to appear in the first three drivers if you want to get anything back.



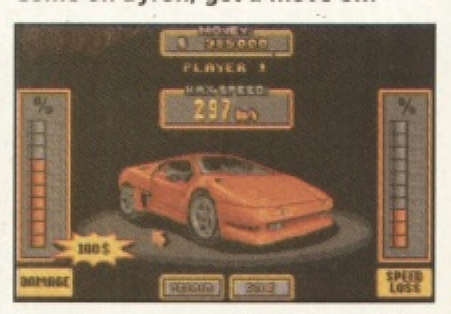
Along with the computer drones there are a set number of specific computer rivals to be dealt with (you can't miss them because their cars have got 'Rival' above them). These rivals drive a lot faster than the drones and are generally harder to pass - deliberately weaving all over the place. The best tactic with these guys is just to get past them and then bomb off as fast as fast can be. You'll notice from my speed and by the flame behind my car that I'm making the most of my turbo boosts at this point. So long sucker!



Throughout all the races, you'll be fighting against 19 computer rivals for top position in the league. As time passes, more of the drivers will drop out and (god willing) you'll eventually find yourself up against the cream of the crop for the final showdown. I must say I'm a bit concerned about the Michael Jackson look-alike at number 2, especially when you notice that his name is Rojer - coincidence or a sick joke? I wonder.



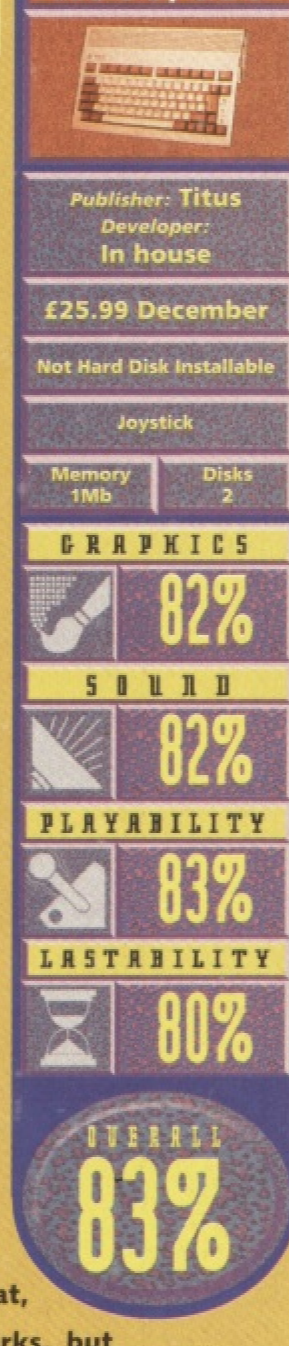
Ah, this is more like it! As with most games, the fun doubles as soon as you can get someone to give you a challenge, and Lamborghini is certainly no exception. In traditional 'split screen' fashion, you can now take on a mate as well as the computer rivals as you hurtle across the country. The game remains unchanged other than in display, with all the features and speed being identical to one player mode. Come on Byron, get a move on!



What's the point in having a monster racing machine if you can't fit it with extras? Well don't you worry, Lamborghini has tons of 'em! The shop offers a varied selection of things to waste your dosh on, from radar detectors to automatic gear boxes, from super-traction wheels to turbo blasts, from plumbers to electricians - you'll find everything you need in the good old yellow pages. Oh, sorry about that. Good food costs less at Sainsburys.

There's no way you'll get through a race without the odd collision, and the performance of your car will start to suffer as the damage meter rises. All is not lost, though, as you can enter the garage before each race and repair the damage that's been done. Two percentage bars show the damage incurred and the effect that this will have on your speed. For a price, top mechanics will happily sort you out, and believe me, you'll need it.

THE VERDICT



Do you remember that Star Trek episode where the crew met a race of beings who moved so much faster then they did, that all Kirk could hear was a high pitched buzzing, while from the aliens' point of view all the humans just stood still? NO? Oh, well there goes that comparison. Lambo' is nice 'n' fast and no mistaking - it moves like the wind at the worst of times with you just steaming past the rather pathetic drones - but as a one player game, it gets repetitive fairly quickly. As soon as I loaded up this game, I sat for the next two hours and beat the computer rivals on my first go (and I hasten to add that I never really played Crazy Cars 3 that much before). This doesn't say much for its chances in the 'long-life tournament' of games, but then again I suppose if you buy Lamborghini you pretty much know what to expect anyway. The two-player mode works a treat, and boosts the game up a few marks, but again this is more down to the fun of a challenge rather than the game itself. Having the computer rivals adds a bit to the excitement of the game, but in honesty this doesn't occur often enough and you find yourself deliberately aggravating the police just for a bit of company as you plough through the drones. The speed of the racing is impressive and the graphics and sound do their job very well, but a few more different cars wouldn't have gone down badly. The disk accessing is a little bit tedious - loading before and after each race - but other than that the game is user friendly. Despite my groans, I'm impressed by Lamborghini, but at the end question its long-lasting appeal as a one player game.

A1200 **CD32** The game plays at the same excellent speed on all machines, with no differences on the A1200. Titus are looking into putting Lambo' on the CD32 in the near future.



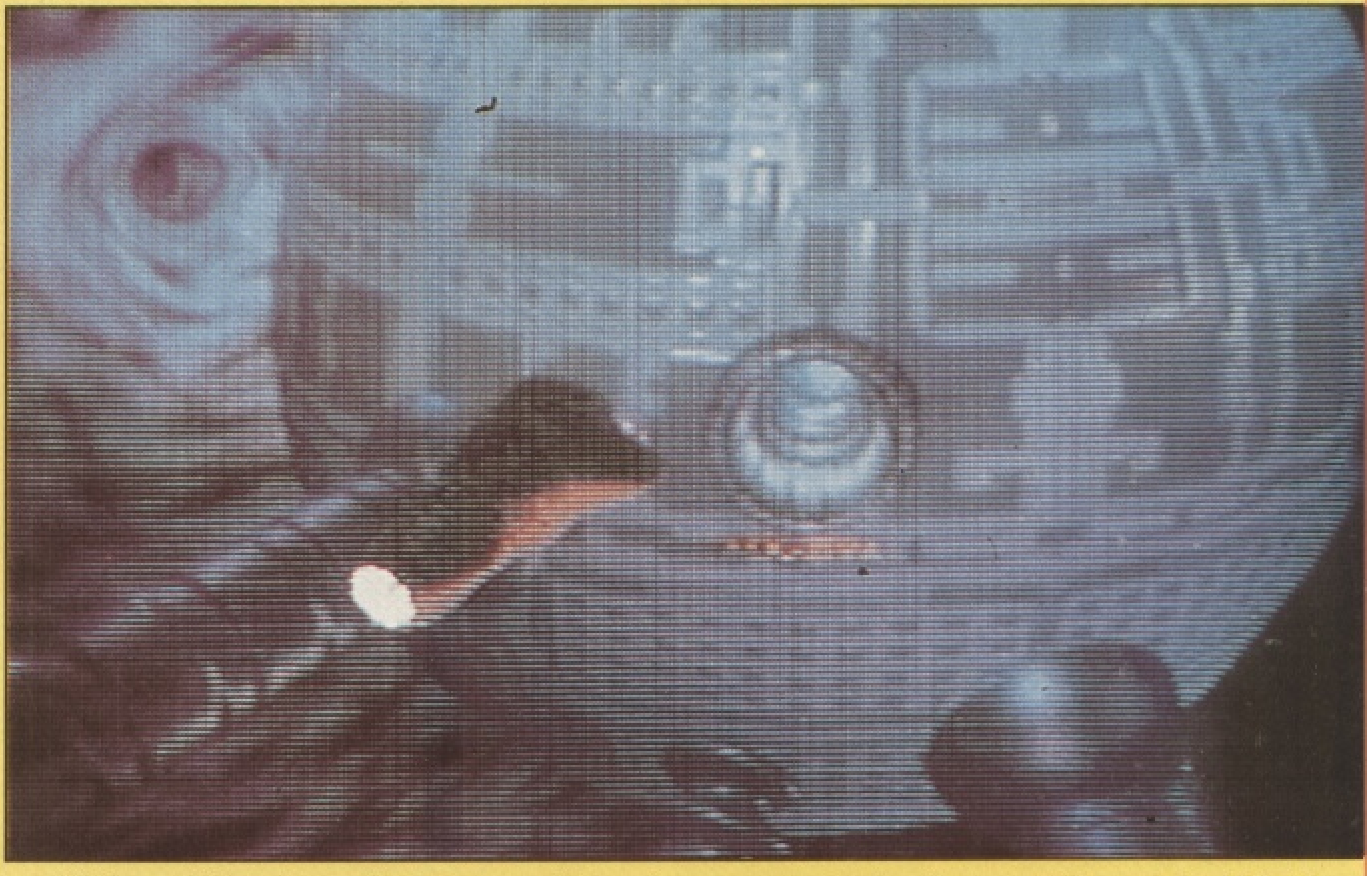
Approach Trainer

...is on final approach.



MICROCOSM

After countless breathless previews, much hype and a lot of waiting, Psygnosis have - at last! - finished what they claim is the first 'true' CD game. Simon Byron casts his four-eyes over what they're already calling "the future of CD entertainment."



You'll find one of these in most levels. You wouldn't really expect to see a gigantic space station - or should that be inner space station? - inside the body, but nonetheless, here is one. Once docked here (this is starting to sound like an Elite convention) you can add upgrades to your ship, check on the state of the body and your own progress, or just marvel at how modern it all looks.

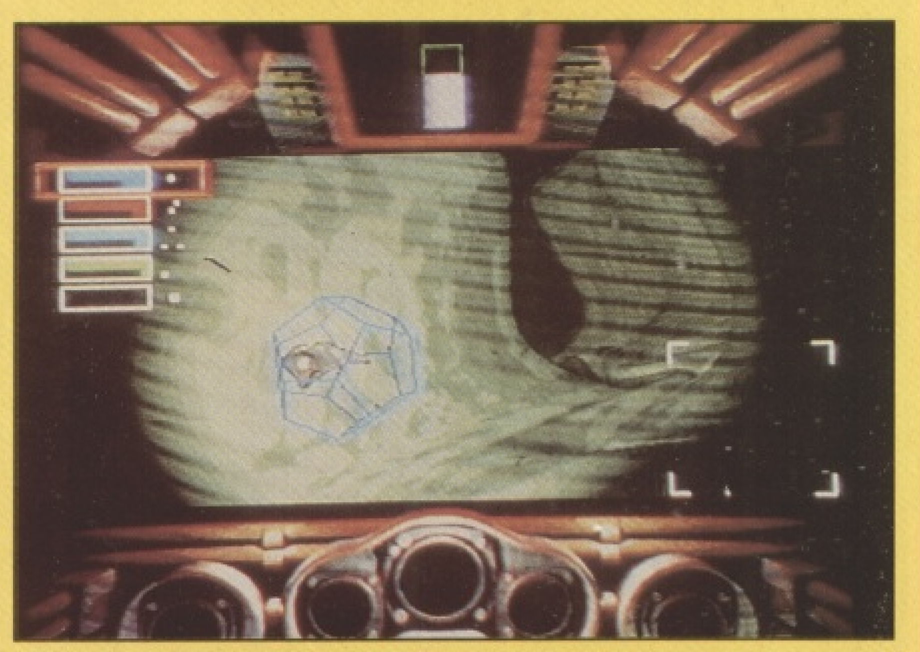
They've been hyping this one so long it's been in danger of being a self parody longer than most games have been in development. The FM Towns version was pretty awful, and the Mega CD version is best forgotten. What chance does the lowly CD32 conversion have, I wondered to myself shortly before loading this one up.

A game based around being shrunk and travelling around inside someone's squishy bits has been tried time and time again, and no matter how good the graphics are, none of them have ever been much cop. Still, the spectacle-wearing, power-crazy, git features has decreed that this will get four pages - supporting the exciting new medium he calls it - so I'd best play the darn thing.

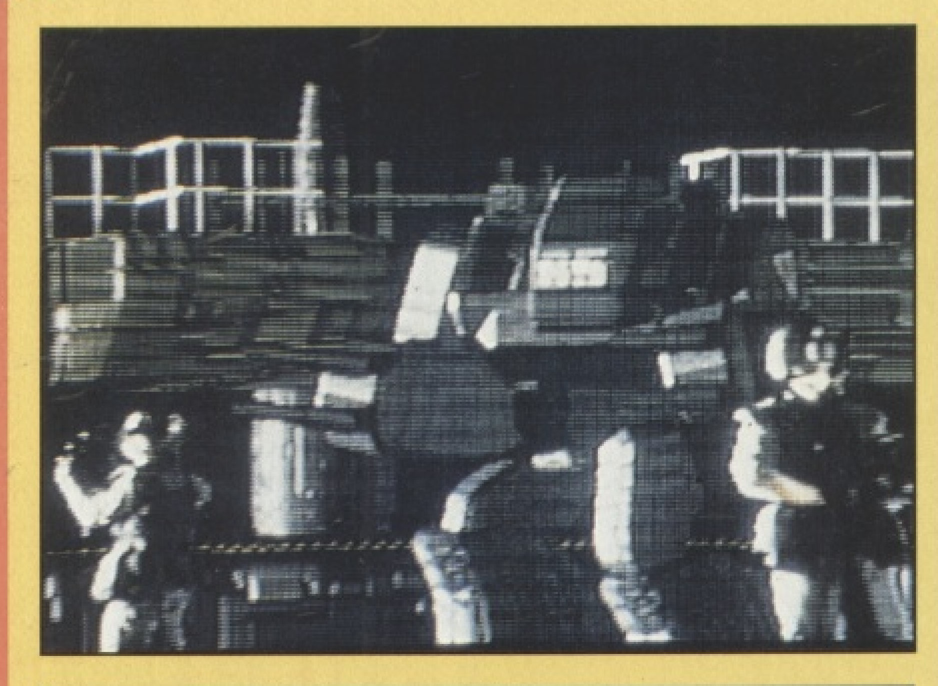
Goodness me, what an intro! Seven minutes later, and totally blown away by THE most stunning intro Psygnosis have ever come up with - and that's really saying something - I have to go for a little walk. In this more than six minutes long mini-movie, we are told the game's plot.

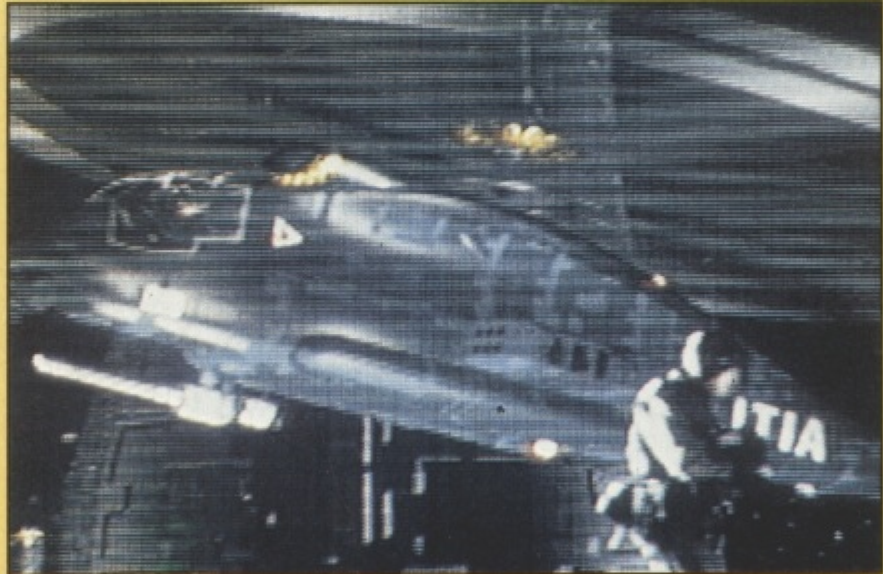
Two rival corporations have been battling it out for a hell of a long time. Finally getting fed up with underselling each other and placing larger and larger posters all over the cities of the world, one decides to kidnap the president of the other and inject a small robot into his brain. This will control his movements and allow one to control the other. With me? Good. So you are sent in (also in miniaturised form) to find the robot, while fighting off the body's natural defences and all the rest of the buff borrowed from the Doctor Who story 'The Enemy Within'.

The major problem Microcosm faces is the stiff competition from last month's superb Liberation. With Mindscape's game setting the standard for CD32 games, it appears to me that Psygnosis have a lot to do. So what are the scores on the doors, Miss Ford?

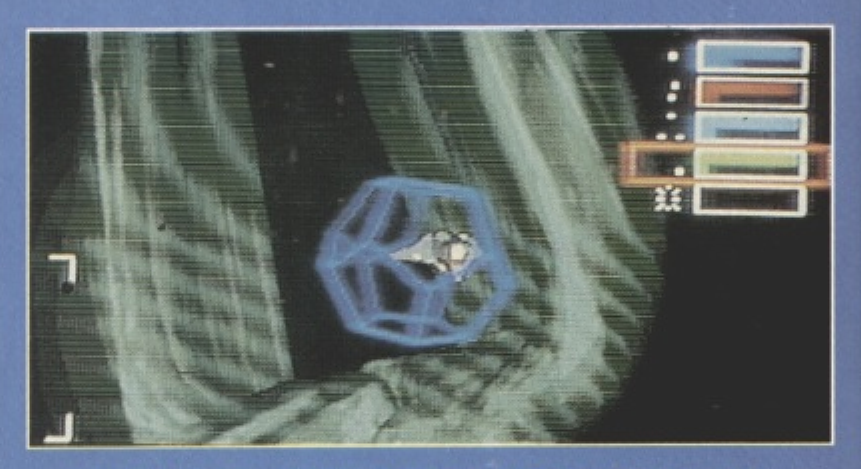


Possibly the most hyped thing about Microcosm are the graphics. The squeamish say 'Yuck' and the rest of us go 'Wow, that's the best thing I've ever seen', etc. With over four hundred Megabytes of space taken up just by the graphics (could your hard drive handle that?), it's the first real CD32 game that fills the disc by means other than a few audio tracks. Graphic artists beavered away for eighteen months, sticking cameras inside each other and digitising the photos... no, not really. They actually beavered away on Silicon Graphic workstations, but the effect is the same, don't you think?





(Above) Just two shots from the mammoth opening sequence. Unfortunately the frame only fills a third of the screen, but the images are so impressive that you start to realise that, well, maybe size isn't important after all. Still images can't do this any justice - you really have to see it running. Buy a CD32 and a copy of Microcosm - you'll see what I mean.



WHICH WEAPONS WORK?

Can you see those five little bars in the top right corner of the display? Well, they relate to the five different weapons systems you have on board your craft. They are, from top to bottom:

• Single fire. A standard laser cannon, that doesn't do anything fancy at all. What a shame.

• Double Fire. Just like the single fire, except it fires in two slightly different directions, giving you a much wider firing range.

• Triple fire. The best cannon of the lot. This gives you massive destructive power.

• Homing Missile. Tracks the nearest enemy, and takes them out with the greatest of ease. Very easy - and very satisfying.

• Shield. You have a shield which you can switch on and off when you like, provided your ship has the energy to keep it running. Make sure you save it for when you really need it!



In each level, you need to find a robot drone to kill, one of which will look just like this. Every other bad guy in the game will die with one or two hits, but these take ages. Not only do you have to hit them in exactly the right place, but they also fire back all the time. (Old shoot-'em-up hands may recognise this as an 'end-of-level' guardian.) Still, who said being a living antibiotic was easy? I'll never grumble about a paracetamol not working fast enough again.



For pretty much most of the game, you are fly straight down preprogrammed paths, blasting the aliens that loom out of the darkness. Occasionally the firing will stop, however, and you get to steer the ship a bit. This happens at junctions in the level, and swinging as hard as you can in a certain direction lets you steer down to a different part of the level. This adds a maze element to an already frantic blaster, and is nothing more than the game designers making life that little bit harder for no real reason.



REMAIN LEVEL HEADED



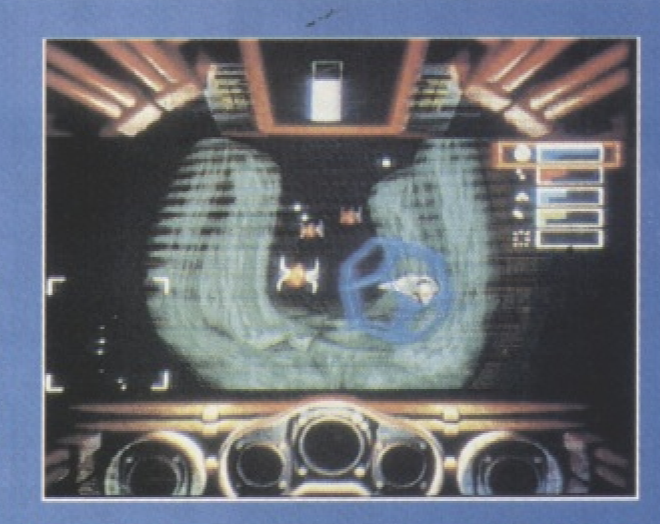
Pull up your biology charts and prepare to take a trip through the squishiest bits known only to surgeons. Here are just some of the places you're going to have to fly through.

• The Brain. This comes in two halves, and is easily the maziest part of the entire game. Have you ever tried to map out the canals of the brain?

• The Veins. Long, straight channels through the body, branching out here and there. These connect you to the rest of the levels.

• The Bones. Flying along the inside of the bones? These form the backdrop to a chase scene, where another ship leads you to the bad dude at the end.

• The Heart. A heaving, pumping zone, with more twists and turns than the back streets of Finsbury Park.

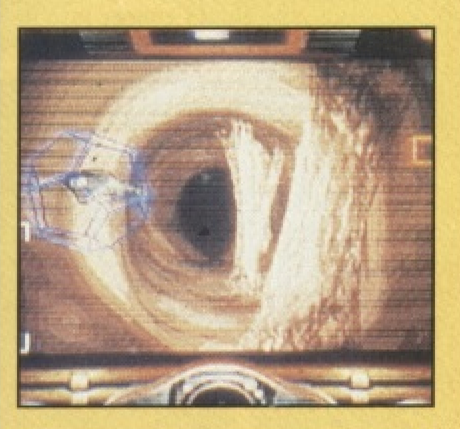




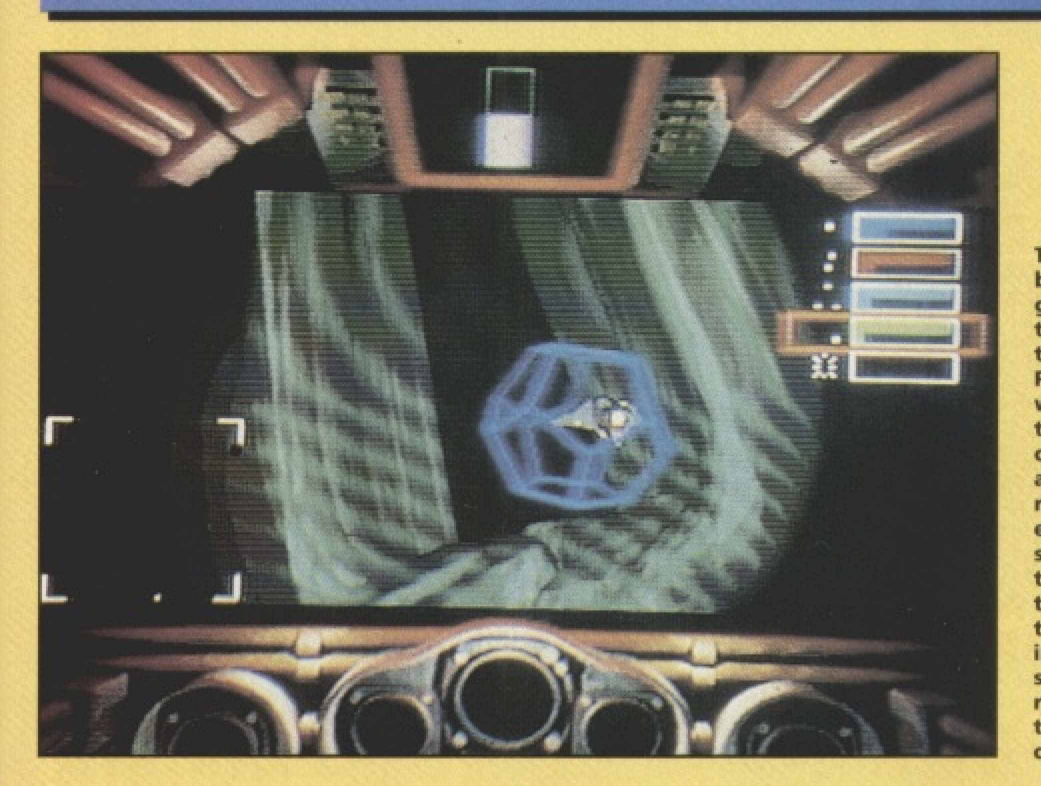




All through the game there are gorgeous animated set pieces, like this one, which happens when you die. When your ship has taken so much damage that it can't stay afloat it careers off the walls around you before bursting into flames, with you shown inside, a look of panic across your face. Could this be the first time that a game makes you feel sorry for yourself when you die?



The first thing the bods at Psyggy did when they started to design the CD32 conversion was scrap all the crap bits from the FM Towns original and add some of the more spectacular moments from the Mega CD. Gone are the set piece shoot-'em-ups from the original, replaced by some roller coaster rides through some really twisty bits of the body. Forget the Big Dipper and climb inside the Big Intestine!



The brain is easily the best looking part of the game, and it also forms the last level. However, those nice people at Psygnosis thought it would be a shame for all those people who just can't hack it not to be able to see it, so they've made it one of the earlier levels as well. You start racing around in the right hemisphere of the brain, but find that the one guy you're looking for is in the left, and so have to trudge all round the body to get to the other side of the cranium.



Just like Racquel Welch said, "Uh, there's a big lump of blood after me. And look, it's being followed by a glob of phlegm". Well, perhaps she wouldn't have put it quite like that, but you will when you start facing some of the organic horrors this game has to throw at you. If that isn't enough, there are more than a few robotic enemies thrown into the bloodstream for the hell of it to make your life just that little bit harder.



The controls work more or less as you would expect them to. The four way controller moves your ship about, one of the buttons fires the currently selected weapon, one changes the weapon, one turns your shield on and one turns it off. One of the top buttons also brings up a map screen which draws itself, and one brings up an energy distribution screen that lets you move all your shield energy into your cannon to improve its capabilities. So, you can't plug a joystick in unless you're got a six button one. Tough.



One thing the game makes excellent use of is live action footage. No, these people aren't rendered, they are actually some of the graphic artists who worked on the game. Shot against a blue screen in Super VHS, the images were cut out, degraded a little and then mixed onto a computer generated backdrop. Looks good, doesn't it?



Just because you're always flying through tunnels doesn't mean you fly straight. The levels are full of more twists and turns than a Number 19 on a Sunday night, and it can be quite disorientating at times when you start getting thrown all over the place. Thankfully the sprite positions are independant of the backdrop, so it doesn't affect the playability at all. It just looks great.

THE VERDICT

Well, as you can tell, I've been completely blown away. Anyone who moans that CDs don't offer much in the way of new technology should get their leering gear round this. Massive congratulations have to go to Stewart Sargaisson, Richard Weeks, Pete Marshall and everyone else who has spent so much time taking a substandard FM Towns game with some nice graphics and turned it into THE CD32 game to have. Microcosm is the best looking Amiga game ever, without shadow of a doubt. But it takes more than nice graphics to make a good game so thankfully, Microcosm plays almost as good as it looks. By changing the perspective on the game from first person (as the FM Towns game was) to third person, the playability has increased tenfold, and you are left with a blaster that is still great fun to play once you've got over the gorgeous graphics and dynamic soundtrack. Obviously it would have been nice to see more levels in there, but that's mainly because I'm greedy, never satisfied and would have loved to see how they would have shown other parts of the body. How about a Microcosm 2 - Journey Through The Unmentionables? If you're fed up with shovelware, and think you should be getting more for your machine than A1200 ports with CD soundtracks, then it's time to get your wallet out. Mario sold the SNES. Sonic sold the Megadrive. Nemesis sold the MSX (a bit). Microcosm will get the CD32 the sales it really deserves.

CD32

Publisher: Psygnosis
Developer: In-house

£TBA Out Now

Not Hard Disk Installable

Joypad

Memory 2Mb | Disks 1 (CD)

GRAPHICS 95%

SOUND 84%

PLAYABILITY 85%

LASTABILITY 88%

OVERALL 86%

A600
A1200

No, there aren't going to be any floppy versions at all, so you'll just have to wait for the CD add-on to appear. Psygnosis would be happy to release a floppy version, but only if people will pay for the 500 disks it would require, and don't mind a bit of disk swapping!

The fist was thrust into the middle of the group. Each of the participants drew one of the slender reeds from within its grasp. Beads of sweat trickled down his forehead as he realised his was the shortest. David Upchurch was sent to review Cosmic Spacehead.

COSMIC SPACEHEAD

Combinations are tricky things to pull off. A few notable attempts include the mixing of cherry with coke, the joining of Abbott and Costello with The Killer Boris Karloff, and the merger between Lionel Blair and a multispeed food blender (one can but dream). Above all of these however is the combination that Codemasters are hoping to pull off - that of an adventure with an arcade game. You've got to admire them for their ambition if nothing else.

Cosmic Spacehead is the first intergalactic tourist. Armed only with a camera, a flash and a retro-thrusting hyperdrive spacecraft (with the AA Homestart badge) his mission is to prove to his fellow Linoleums (the populace of his home planet) that the Earth is real. Why? Just a small matter of being a national hero and obtaining masses of wealth, that's all.

Thing is, no one believes his stories of a small blue-green world with ape descendants crawling all over it, so he's left to fend for himself. With only a measly one Linodollar, Cosmic has to find a way to get back to Earth, obtain the necessary proof and then get back to Linoleum in time for riches, ticker-tape parades and tea.

Cosmic Spacehead uses a simplified LucasArts-style adventure interface (and I do mean simplified), containing a list of verbs, an inventory panel and a side-on view of the main action. The arcade side of the game comes into play when you leave a screen. Each area of the game is linked to the next by a short action romp, from platform games to asteroid fields. Most of the time you need only play these sections once, if you make a second trip from one spot to the other you simply skip the section and arrive straight at your destination.

There's a bonus two-player sub-game to be had as well. The Cosmic Pie-Slap is a fight to the death with custard pies. Each player takes control of shaggy dog creature and has to run around a maze, picking up bonuses and splatting the opponent before he gets hit himself.

If it all sounds like fun, then you'd better wash your ears out and hear this: Cosmic Spacehead isn't very good.



Some of the puzzles take a little bit of lateral thought. This scary monster for instance (and I don't think I'm giving away anything too serious) needs to be removed by handing him a helium-filled balloon. He then floats away allowing for access. But where on earth do you get the balloon from?



Introducing the first ever intergalactic tourist, Cosmic Spacehead. Cosmic is moved around the screen by pointing the cursor to the desired location and clicking (with the joystick, naturally). The verb list below the screen represent Cosmic's entire action list and the inventory shows his current possessions.





Interaction in Cosmic Spacehead is limited to watching a pre-rehearsed conversation. Without the ability to choose responses or influence the manner of your queries, there's little feeling of character development or game freedom, something sorely missed from the game.



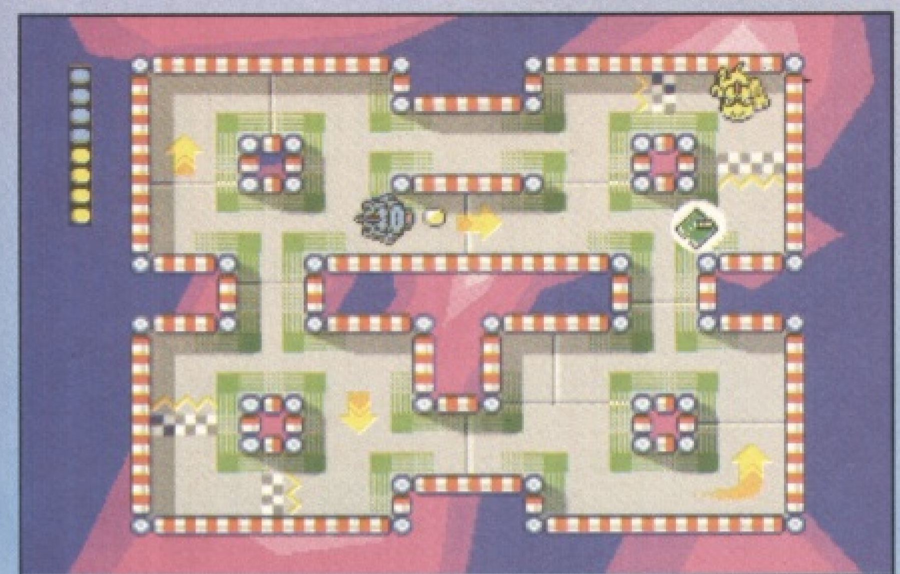
The map shows all the possible locations in this section of the game. Each of the areas are linked by an action segment - usually a simplistic platform game - which are mildy entertaining. But not for long. Cosmic's task for this part of the game is to successfully negotiate the three sections: Linoleum, Detroitica and a space station.



The platform sections make up most of the links between adventure areas. Cosmic's actions are pretty limited, as he's only able to move left and right or jump. Here's a quick tip: Avoid everything that moves as they're all lethal to touch. The sweets are bonuses - collect enough and you gain an extra life. Marvellous.



Sometimes the platform sections aren't that easy. These sewers, for instance, leave Cosmic completely in the dark (ho ho). As you'd expect, water is fatal (we all know what a harmful substance it is, don't we?), as is falling off the bottom of the screen, which always gets on my nerves. Mind how you go!



The two-player Pie Slap is the best feature of the whole game, even though it as absolutely nothing to do with the rest of the adventure. Two players attempt to hit each other enough times to win the match and along the way you collect bonuses that allow for ricochets, speed ups and opponent freezes.

THE VERDICT



My heart leapt into my mouth when I first read the specs for Cosmic Spacehead (not a pleasant sensation, especially after just brushing your teeth - mint and blood don't mix well). A point-'n'-click adventure combined with an action arcade game and supporting two players? It sounded too good to be true and as you'll know if you've already glanced ahead to the scores, it was. Let me ask you a question. If a game has a LucasArts style interface, requiring the selection of actions and objects to perform a function on-screen, and if it has a cursor that needs to be moved around, wouldn't you expect to have mouse control? I would. Codemasters, apparently, wouldn't. Joystick manipulation is fine for the arcade bits, but any adventure worth its salt would allow for a mouse. The upshot is a major part of the game that is just cumbersome and unfriendly and enough to drive you away. Let's add simplicity to the currently boiling pot of problems. There isn't a great deal of challenge to any of the adventure's puzzles and though I know this is aimed towards the younger market, when you combine it with the control hindrances I can quite imagine junior turning to his Ma on Christmas morning and saying "Why didn't you get me Mortal Kombat? Don't you love me or something?" The only parts that do get quite tough are the action segments but, and this is a big but, BUT! (thank you Rory Bremner), to die by failing a platform game when you've struggled patiently through the tedium of the many adventure segments incurs a feeling of such wrath that nearby grapes would be hitching up their stalks and running for cover. If Codemasters had stuck to their original policy of releasing nothing but budget games then I would have heartily recommended Cosmic because it's exactly what you'd expect from a budget game. For full-price fare it leaves a lot to be desired.



No CD32 versions are planned for any time soon and the game runs exactly the same on whatever type of Amiga you have.

Simon Byron, master of innuendoes, reckons that Acid Software's reet smert racing game is so edge-of-the-seat it's likely to leave you with...

SKIDMARKS

Look, I'm going to have to get this out of the way right now so please bear with me for a second. I apologise for what's about to follow but it's not my fault - the coders behind this top-down racer leave me with little choice. So then, Skidmarks, eh? Sounds a bit like what you find in your undergarments, doesn't it? Snigger.

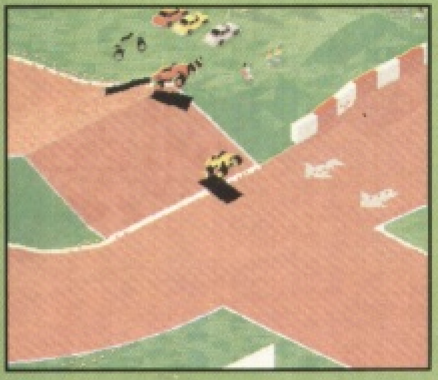
That out the way, we can chat about the latest coding phenomenon that is Blitz Basic 2. This new programming utility looks set to replace AMOS as the language with which armchair coders can bash out games from the relative safety of their seedy bedrooms. Which is a good thing as far as I'm concerned - after all, AMOS was never really that impressive and the awful brown screen that momentarily flashed up as AMOS games loaded was enough to give any PD reviewer, um, Skidmarks. Snigger.

Blitz Basic, however, is a completely different story altogether (and if you think I'm going to recite a Police Squad gag here then you're sadly mistaken. We just haven't got enough space), as you're about to be made aware. Okay, so I'm a complete know-nothing when it comes to writing games but it appears that Blitz Basic 2 is so easy to use that even I could create a piece of software to rival Frontier: Elite 2. And it wouldn't take me five bloody years to do so, either.

So to round things off, Skidmarks is written in Blitz Basic. You get to race around a number of courses against three computer- or human-controlled opponents and, er, that's it. But can Vision out-race Team 17 and the Codies? We'll see.

(Below) All of the races take place on off-road tracks and as you tear around the place the road markings will gradually erode away as you scuff over them. Most of the tracks have a multitude of ramps to navigate but these aren't too much of a problem as you can't veer too far off course because the game keeps you roughly within the confines of the track, almost as if there were invisible glass walls on either side of the road.





All of the races take place over hilly terrain and some even have ramps i them so be prepared to spend quite a while in the air. You'll often find sharp corners after a particularly nasty ramp so it's worth taking things at a steady pace and not going too fast unless you want to end up as scrap. Crashing only loses you a few seconds because you can sustain infinite damage - handy!



A good tactic when you're being chased by your rivals is to expose your side to them as much as possible. This way, if anyone bashes into you then you'll be nudged forward while they're drastically slowed down. Crashing into opponents doesn't harm your car in any way and you'll often find that passing 'through' other cars will only slightly slow you down. This may or may not be a bug but it works better this way because it reduces the amount of stop-starting whenever you encounter a crowd.

STAY ON THE RIGHT TRACK

Here's a complete track in all its glory. As you can see, the courses are pretty twisty-turny so you have to pay close attention to the arrows on the track for an indication of what direction to go. So what are you waiting for?



The start. But everyone seems to have left without us.

Er. A corner. Okay?

Watch out for the Crossroads, Benny!

Here's a bit of a jump.

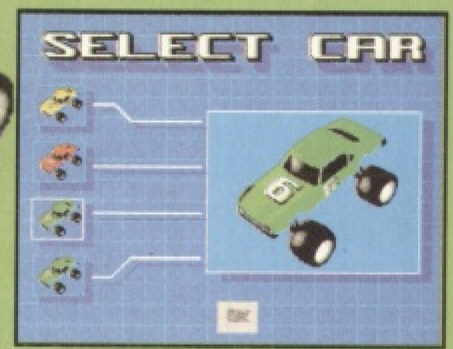
Cor - another corner. Incredible, eh?

Hello mum!

The crowd. Impressed







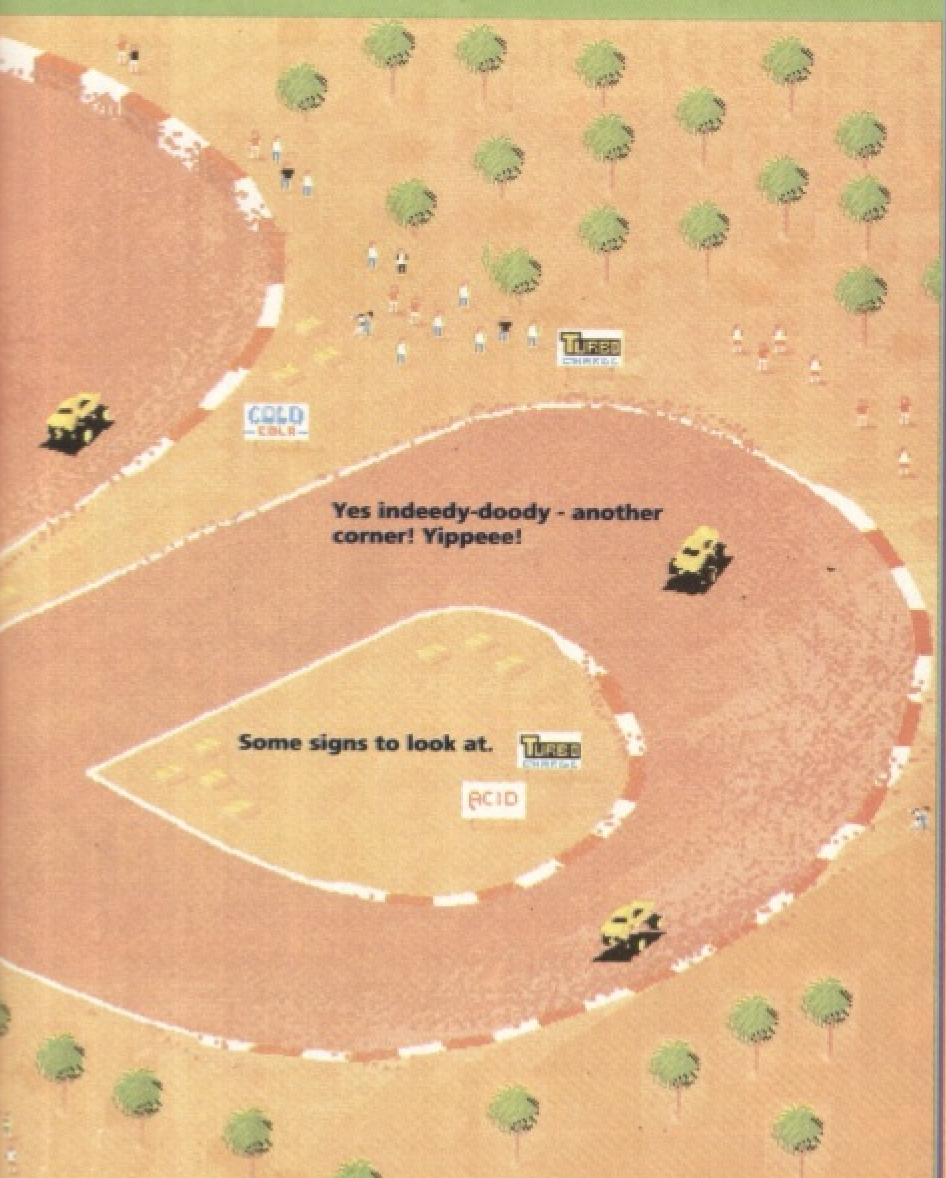
Depending on how much memory your Amiga has, you can choose to race a combination of vehicle-types which vary from smart dragsters to even smarter Porches. The game will tell you how many different types of car you can have on-screen at the start (something to do with graphics memory, so I'm informed) although there isn't that much difference in the way they race so if you haven't got a high-powered Amiga then don't blub.



When two players join the action, the screen divides itself into equal portions which centre around a car each. Although this may appear restrictive (and it is a little), it's not too bad once you begin to learn where you're going and you'd moan if the game was single-player only, really you would. At least the option's there - it's up to you whether you use it or not.



Hey, hey, hey, slow down, tiger. If you're looking for an informative caption detailing exactly how to play Skidmarks then you're about to be sorely disappointed. You see, controlling your car is as straightforward as pushing fire to accelerate and moving left and right to alter the direction of the vehicle. Of course, if you're using the keyboard then it's a bit different but the principal remains the same.



Yes indeedy-doody - another corner! Yippeee!

Some signs to look at.

THE VERDICT

This is what we like, a game that makes no claims about breaking any barriers and pushing back the boundaries of entertainment, content merely to stand up and be judged for what it is - a no-nonsense, adrenalin-pumping racer. Skidmarks is beautifully simple to play. No messing around with awkward control methods, no farting about familiarising yourself with the game and the way it works - if you can't wash 'n' go immediately then you're obviously still in potty training (and I'd hate to see your version of Skidmarks). The graphics are brilliant - nice, clean tracks with rugged, well-animated cars - and the wear-and-tear reflected by the courses as you race over them is a nice touch. However, it's not all good news. The single-player mode isn't as fun as it could be, mainly because the computer-controlled drones aren't that intelligent and, as a result, easy to beat. Of course, the two-player mode is a right laugh, although getting used to the restrictive display does take a while. You could argue that twelve courses doesn't add up to much in the way of lastability, and you'd be right, so in one-player mode you're likely to get bored fairly quickly. But it's when you involve more people that the fun really starts and once you all commence playing it's unlikely you'll be able to drag yourself away. Like Sensisoccer, this is a timeless two-player game which is likely to be dragged out of your collection time and again, but it's worth bearing in mind that single players may find the appeal wearing off after a while.

A500/600

Publisher: Acid Software
Developer: In-house

£25.99 Out Now

Not Hard Disk Installable

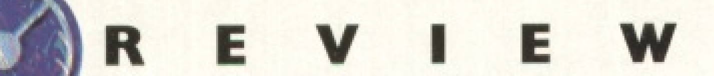
Joystick/Keyboard

Memory 512K | Disks 4

GRAPHICS	82%
SOUND	75%
PLAYABILITY	89%
LASTABILITY	78%
OVERALL	88%

A1200 **CD32**

This version of Skidmarks has an additonal set of hyper-colourful graphics for all you A1200 owners and although there are no concrete details about a CD32 port, I'd be surprised if Commodore don't badger the publishers for one before too long.



FURY OF THE FURRIES

Matt Broughton earns himself the 'Sad lad' of the month award by taking a copy of Mindscape's latest home to play after hours. It must be good. According to him, it is!

Les Tinies sont probablement les creatures lews plus malicieuses de toute la galaxie. Et non mistaking!

Yes, I've got a multi-language manual and I'm not afraid to use it, but il doubt that you'd be too impressed if I went on like this for two pages, so let's start again in English.

Die Tinies sind wahrscheinlich die durchtriebensten Wesen der Galaxis. Damnkoftp! Wrong page. Ah, here we go...

The Tinies are probably the most mischievous creatures in the whole galaxy. Having failed to conquer Earth in 'Tiny Skweaks', the rebel Tinies have been carted back to their home planet of Sklumph only to find that the King of the Tinies has decided to use a new machine to rid them of their crippling sense of humour - thus bringing order to the planet. Unfortunately, a wicked Tiny has now taken control of the machine, turning the other Tinies into stupid monsters and proclaiming himself the new sovereign of Sklumph. Needless to say, the rebel Tinies must now end the tyrant's reign and release the King by negotiating 100 levels of platform action. Phew!

To help them in their mission, the rebel Tinies have different coloured Power Rings which, when worn, change the colour of the Tinies and their abilities. Green Tinies can swing from ropes and pull blocks, blue Tinies can swim underwater and blow bubbles, red Tinies can bite through weak walls and floors, and yellow Tinies can spit fire. You can only use one Tiny as a time but you can swap between the Tinies at will.

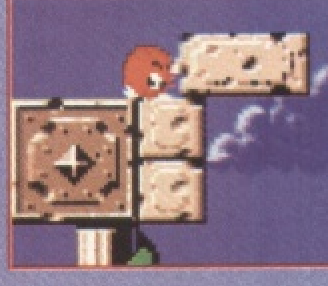
Secret rooms can be found where you'd least expect them (otherwise they'd be called Obvious Rooms, wouldn't they?), along with teleports and, of course, a number of nasty birds, bumble bees, sharks etc, who are all very keen on fresh furry Tinies. With all these obstacles in the way, you can be sure that the task ahead isn't easy.



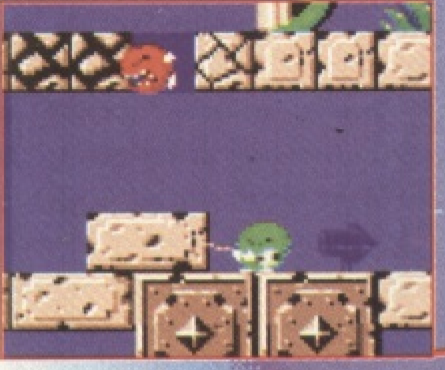
The teleport will scatter you into the pool below. Beam me down!

LET'S GO!

Do you remember that episode of Finger Mouse where the crow had to drop stones in the bottle to get a drink? No? Oh. Well anyway, this level is very much like that, with you needing to drop enough blocks into the pool to allow you to swim across and bite your way to a bonus room and then on to the exit. Oh yeah, and watch out for that flying pig. And no, I don't mean Anneka Rice.



Heave! Heave! The marvelous, mechanical, mouse orgam. Just push this block off to help below. Hnnngg!

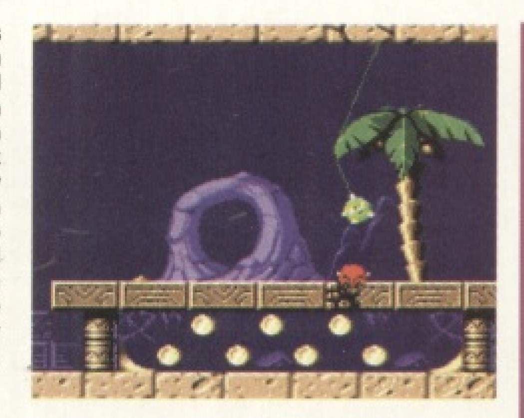


Red uses his chomping skills to bite a hole through the floor, dropping the block from above. Green then uses his brilliant rope to drag it over to the edge of the ledge.



This level is infested with flying pigs that are a real pain. A few bolts from Yellow should see him off. Eep!





Red Five standing by. Yes, Red is a touch hungry, and should you find a weak spot in the ground or wall... well, I'm sure you can guess what happens. It's worth testing any areas that look dodgy because you never know where your next hidden room will be. You'll never see two Tinies together, but I've pieced together this shot so you can see Green showing off in the background. (He's my favourite!).



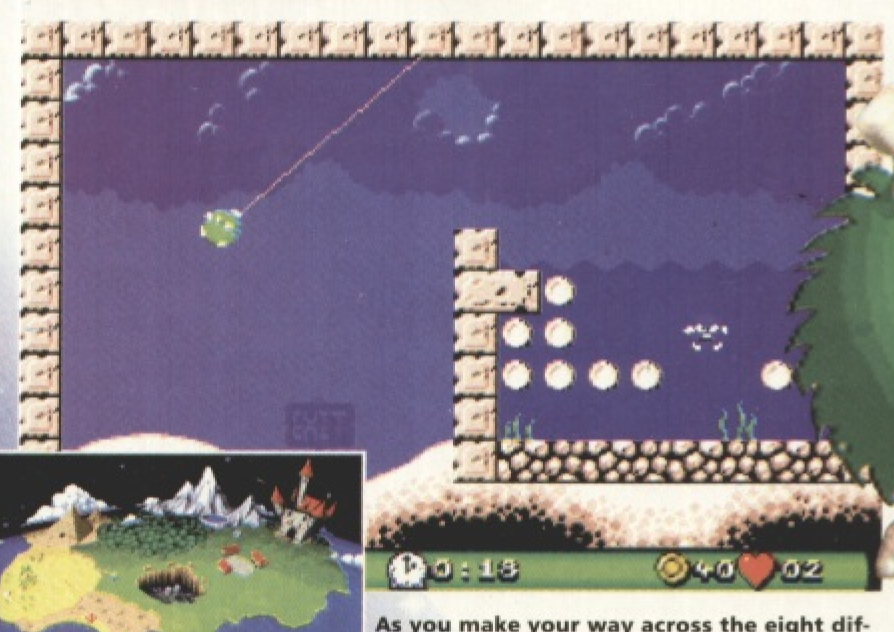
Yellow's skill isn't exactly subtle - i.e. shooting things - but it does come in useful for clearing away the chaff, not to mention bashing away any weak blocks or secret entrances. Yellow can send out a fairly destructive wave of shots, or hold down for an R-Type build-up. He also makes a superb 'eep' sound when he gets going!



Green is without a doubt my favourite of the Tinies. If your idea of fun is swinging Spiderman-style across the screen, then look no further. Green can produce a rope at the touch of a button that will remain intact until you releases the button again. You can lower yourself, pull yourself up, and swing from side to side. Once you get good, you can set up a superb series of swings that would have Tarzan weeping.



This is a trap that only Blue can handle thanks to his underwater abilities. First he needs to use the switch to drain the water, and then hand over to red who can eat through the wall and get at all the lovely goodies waiting on the other side. Blue can also blow bubbles at any baddies, which has the same effect as the fire balls from Yellow.



As you make your way across the eight different zones (see inset), you'll come across bonus rooms. You may come find these through random teleporters or by hitting weak sections of wall, but however you get there you'll be treated to a mass of bonus tokens - collect 100 and it's bonus life time for you. You only have a few seconds to grab as many as possible, so don't waste time thinking. Once again, here's an extra Green fury (did I mention he's my fav'?)

THE VERDICT

What can I say? This is just brilliant! I hate to draw comparisons with other games when you have a stunning game like this, but take Lemmings and mix it up with Lost Vikings and you're kinda there. This really is the best of both worlds as you get to enjoy well-thought-out puzzles while still enjoying action/arcade aspects of a platform game. The graphics are brimming with character (Green's rope is superb!) and the game is constantly adding new things to obstacles to overcome rather than just churning out the same problems in a different level. The sounds are quite cute, but the music is a bit duff to be honest - firstly because the 'musak' begins to annoy after a while, and secondly because you can't turn it off. That aside, it's the sort of game that's good for a ten minute play, or a real day waster. There's no password system as such, but the game does save your progress to disk after a certain number of levels, meaning that although you can't start exactly where you finished, you only have to repeat that zone again. Furries has an excellent pace and the learning curve is perfect. It's fiendish in the way the levels can appear deceptively simple but turn out to be hair-pullingly hard - especially when you don't have the necessary Tiny. The speed is brisk, although it does slow down a bit when things start to get really crowded, but thankfully it never really affects the game play itself. I really can't recommend this game enough - it's just such good fun. I haven't even got onto disk five yet, but I will. Oh yes, I will.

A500/600

Publisher: Mindscape
Developer: Kalisto

£29.99 Out Now

Hard Disk Installable

Joystick/Keyboard

Memory 1Mb | Disks 5

GRAPHICS 88%

SOUND 80%

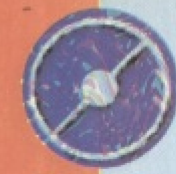
PLAYABILITY 93%

LASTABILITY 89%

OVERALL 90%

A1200 **CD32**

This is compatible with the A1200 and apart from losing all the slowdown problems, remains the same. Although there are no plans for an A1200-specific version, Mindscape are looking at a CD32 version later next year.



R E V I E W

'ALLO 'ALLO

Since double entendres and stereotyping foreigners are a way of life for David Upchurch, he seemed the ideal person to check out the computerised antics of the ever-popular wartime farce.

I was there at the beginning. I was there at the end too. In my own private world, 'Allo 'Allo was as hallowed and revered as the good book itself (the good book being Rene Artois' War Diaries, of course). I laughed with every mention of the fallen Madonna with the big boobies (chuckle). I chortled every time the Italian one (whose name I never could remember) said "Whatta mistake-a to make-a". I sighed with sorrow when Hans left the show and I mourned recently with the passing of Kenneth "Monsieur Alphonse" Connor.

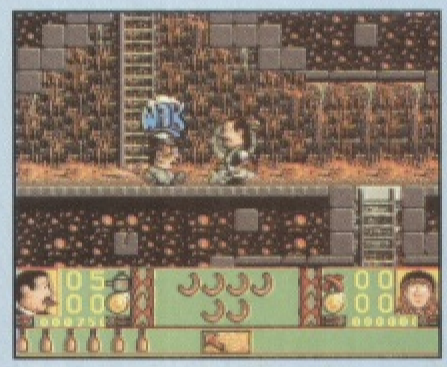
And now I have the game with which to keep alive those memories. A chance to relive the derring-do of the British airmen, a chance to misplace my vowels with Officer Crabtree, a chance to fondle Yvette in the broom cupboard and a chance to say "You stupid woman" to Edith when she catches us. Actually it's none of that. It's just a chance to run around some platforms collecting knockwursts (sic) with Rene. There's not a double entendre in sight.

The aim of the game is to explore the various levels, collecting gold, knockwursts (sic) and other valuables, eventually reaching the German-occupied castle and switching the fake painting of the fallen Madonna with the big boobies (giggle) for the real painting of the fallen Madonna with the big boobies (guffaw) to help fund the French Resistance.



The cast members pop up throughout offering solutions to some of the problems. Rene's wife, for instance, will begin to sing whenever you nudge her, causing any nearby soldiers to freeze for the duration. You would have thought they would run away, wouldn't you?.

Within the game you get to control either Rene or, in two-player mode, Michelle, dodging the Nazi guards and the main villains from the show, and accepting help from 'all your favourites'. For instance, to momentarily stun all the guards in Rene's cafe you can get Madame Edith to start singing. The guards all cover their ears and are temporarily oblivious to your presence. Puzzles like this abound 'Allo 'Allo and this is what Alternative hope will set it apart from run-of-the-mill platform games.



Gordon Kaye in all his funny Frenchman finery as Rene Artois, the cafe owner (i'm just telling you this to prove I watched the show). Rene's task is to negotiate each level, avoiding the Germans and collecting whatever is detailed at the start. Level One needs you to collect knockwursts (sic) containing fake fallen Madonnas, Level Two requires fake gold to bribe a train driver and so on.



Double fun (says he using the term 'fun' loosely) can be had in the simultaneous two-player game. One player controls Rene, the other takes Michelle (hey, the game doesn't contain any innuendo so I'm having to provide my own here). Thing is the screen only ever centres on one of the players so any thoughts of splitting up and exploring the map individually can be dismissed straight away.

THE VERDICT

To sum up my true feelings on 'Allo 'Allo: The Game would mean turning my back on an institution that has been as much a part of my being as my lifelong devotion to the association football team that dwells under the banner Arsenal. 'Allo 'Allo: The Show was one of the few things I would fight my way to the televisual set to watch. 'Allo 'Allo: The Game is one I would fight to get away from. The game's major failing is its inability to reproduce any of the show's sense of risqué fun. I mean, look beyond the fact that you're running around as Rene and that you occasionally bump into the other cast members, and you'll soon realise that this could be just about any platform game set in any arena. The only nice moments in the whole game are when you use the cast to slow down the Germans, but all this interaction consists of is simply throwing something at them to 'switch them on'. This isn't 'Allo 'Allo, it doesn't even have the theme music! Since Alternative acquired the licence, why couldn't they even include the theme music? It's unbelievable, really!

The two-player option would, nay should, have been quite good fun. Almost any game can be enlivened by the addition of a second human participant. Thing is, it needed some kind of split-screen effect allowing for strategic team play. The system used here is both staggeringly unwieldy and bizarrely ill-conceived. What is the point of being able to control someone if you can't see what they're doing? Especially on a platform game! It beggars the mind, it really does. Listen very carefully. I shall say this only once: 'Allo 'Allo is crap.

A500/600

Publisher: Alternative Software
Developer: In-house

£24.99 Out Now

Not Hard Disk Installable

Joystick

Memory	Disks
512K	2

GRAPHICS	65%
SOUND	34%
PLAYABILITY	44%
LASTABILITY	40%
OVERALL	45%

A1200
CD32

Ha, ha, ha, ha ha. Glumph. You are kidding me? An A1200 or CD32 version? Bwah, hah, hah, hah, ha, ha, ha...



Miner 2049er did it in the seventies, Rick Dangerous did it in the eighties, now the nineties platform adventurer is born. Simon Byron is going to the zoo, zoo, zoo. You can come too, too, too...

BUBBA

There are those that say zoos are awful places. That keeping animals caged and out of their natural habitats is the most cruel of all mankind's punishments towards Mother nature.

There are also those that say they are great places. A chance to study nature's creations close-up, while taking care of those specimens that couldn't fend for themselves in the wild.

Me? I just like them because you can watch monkeys playing with their genitalia.

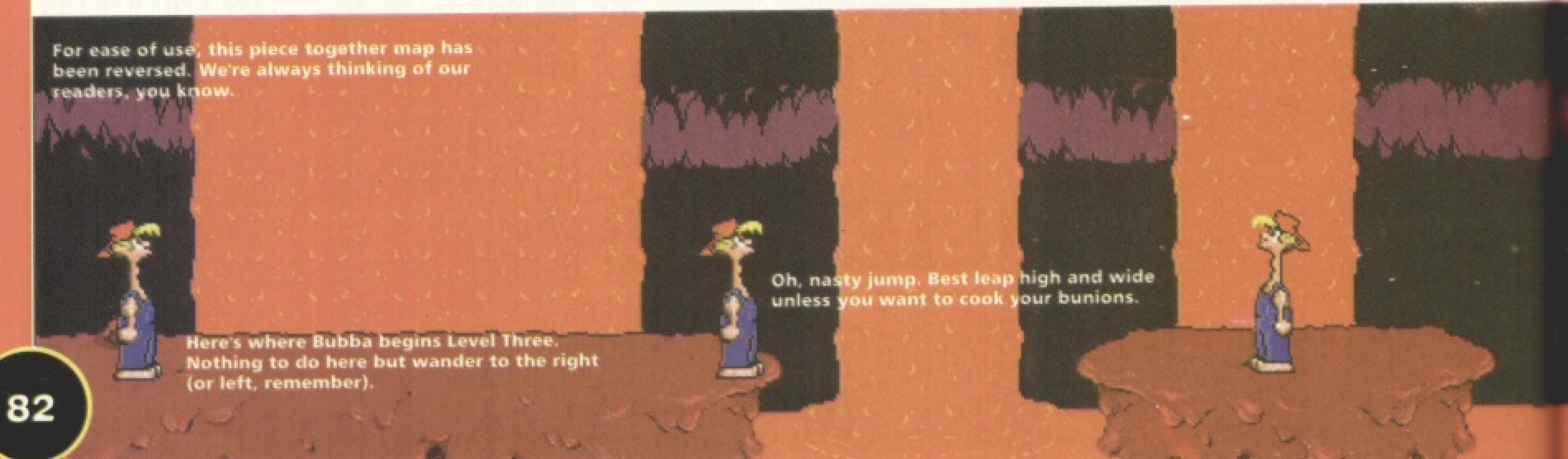
For Bubba, an animal delivery man, zoos mean escape. Especially since the zoo in question belongs to an alien species and he is one of the exhibits. Luckily, the chance to escape is granted when the ship carrying him and his fellow alien captives loses control and accidentally jettisons them onto a nearby planet. From there, aided only by a friendly stick creature, Bubba has to find his way back to Earth, avoiding the alien zookeeper all the while.

In every genre of computer game, there are certain titles that stand out amongst the rest. These titles show exactly what can be done when the designers, the programmers, the artists and all the other elements that make up an average software house are working in perfect harmony with one another.

In the mid-eighties, one such title was Rick Dangerous. In the world that is platform games, Rick has always stood out as one of the first games to inject some true thought and originality into the otherwise flaccid genre. It bred games such as Prince Of Persia and Gods and now its path of wisdom has led us to Bubba 'n' Stix, a platform game that sticks its tongue firmly down the throat of Mademoiselle Playable.

What sets it apart from most is that it isn't just platforms. In fact it's hardly platforms. It's more of a side-on maze with puzzles, traps and creatures that make the crude pressure plates of Prince and the rolling rocks of Rick seem crude by comparison.

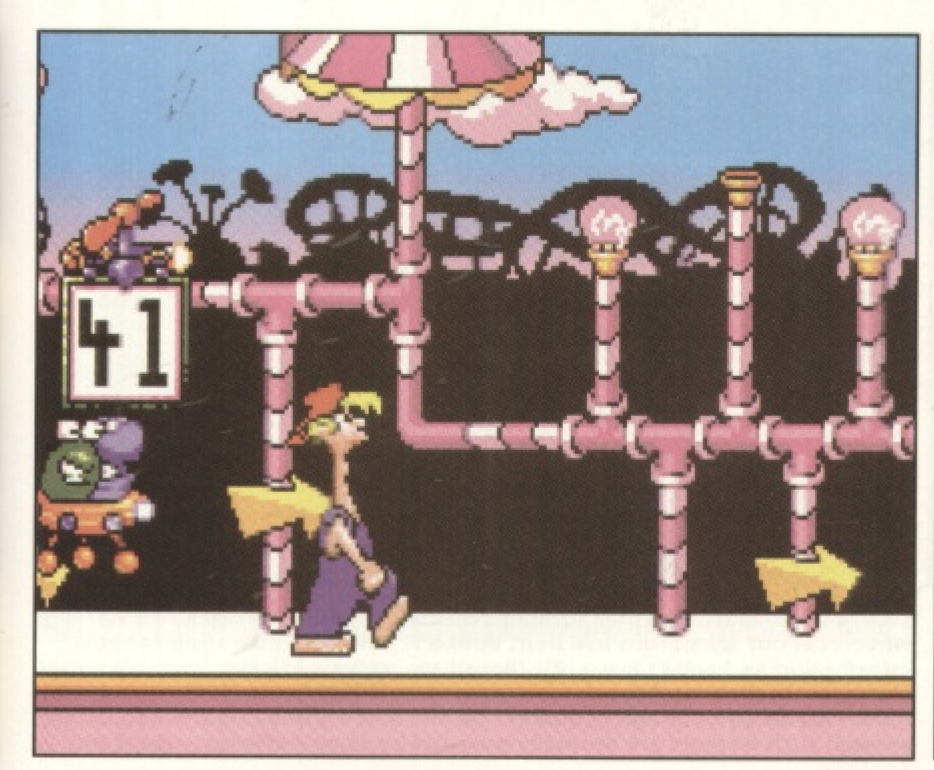
You may have gathered from the enthusiastic tone of this intro that Bubba is one of the best games of its type. Why? Because of all this...

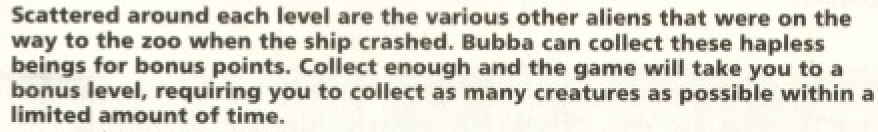

For ease of use, this piece together map has been reversed. We're always thinking of our readers, you know.

Here's where Bubba begins Level Three. Nothing to do here but wander to the right (or left, remember).

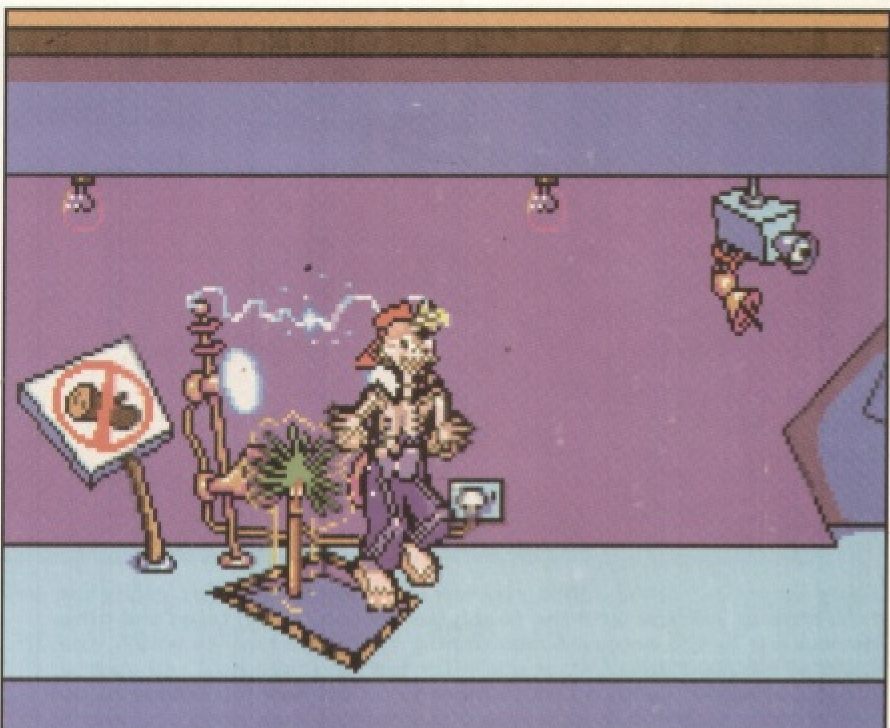
Oh, nasty jump. Best leap high and wide unless you want to cook your bunions.







Scattered around each level are the various other aliens that were on the way to the zoo when the ship crashed. Bubba can collect these hapless beings for bonus points. Collect enough and the game will take you to a bonus level, requiring you to collect as many creatures as possible within a limited amount of time.

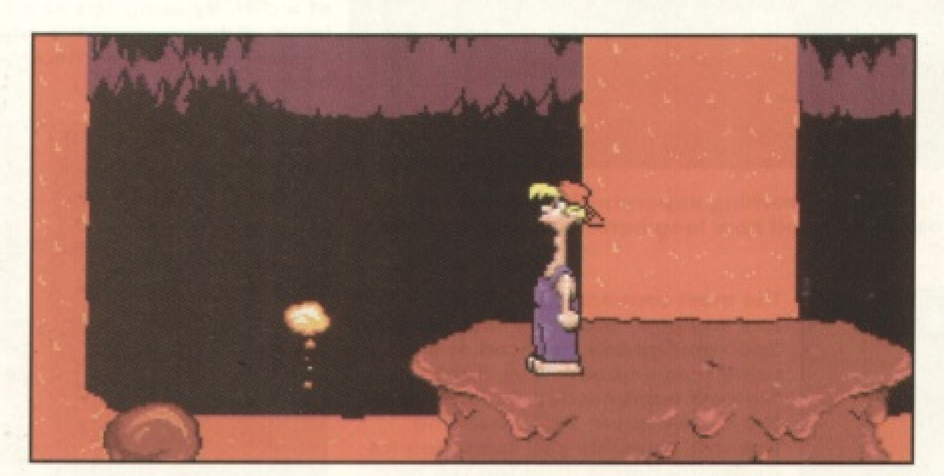


The last level of the game takes Bubba to an alien space station, complete with baggage, tourists, conveyor belts and parking shuttle craft. This is one of the most taxing levels in terms of puzzles and requires some very creative thinking. What happens at one end of the level usually results in altering something later on, so it's best to take time and explore.

'N' STIX



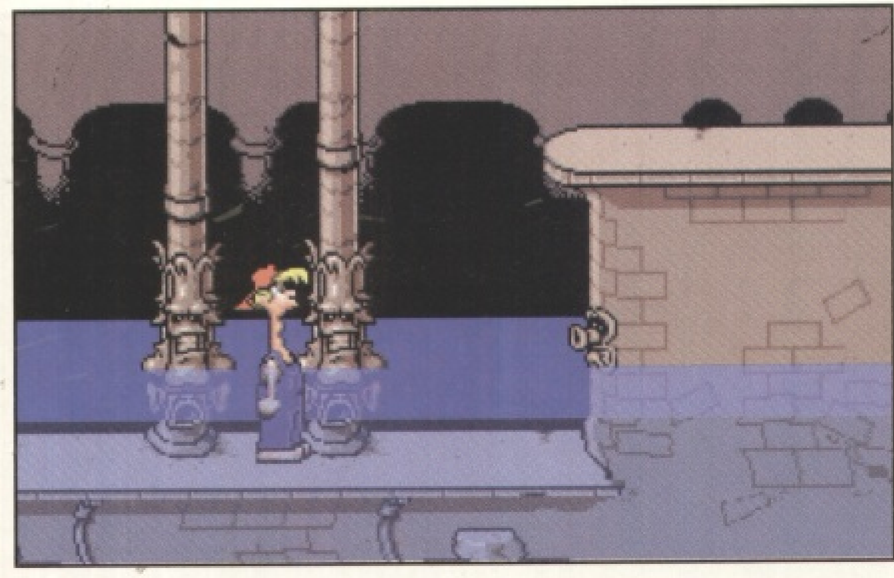
(Left) Here we see Bubba 'n' Stix, the cutesome twosome, trapped on an alien planet. The adventure begins deep in a strange forest where the trees seem to have more than just eyes. Initial threats include man-eating shrubbery, homicidal birds and strange blue spiders but these can be dealt with by chucking Stix at them.



(Left) The volcanic level has the added danger of a lava-ridden floor. Touching the fiery surface weakens Bubba so he has to make full use of the various stepping stones that sink under his weight in true platform tradition. Fortunately, there isn't any way you can die instantly so you can always press on safe in the knowledge that the only damage you'll suffer will be short-lived.

These bats continually hover around Bubba so the best policy to adopt is to duck whenever they near. You can swipe at them with Stix but they're so damn quick that it's often best not to bother.

The only way to traverse this bit is by using these rocks as stepping stones. Trouble is, they submerge as soon as you step on them. Better be quick, Bubba.

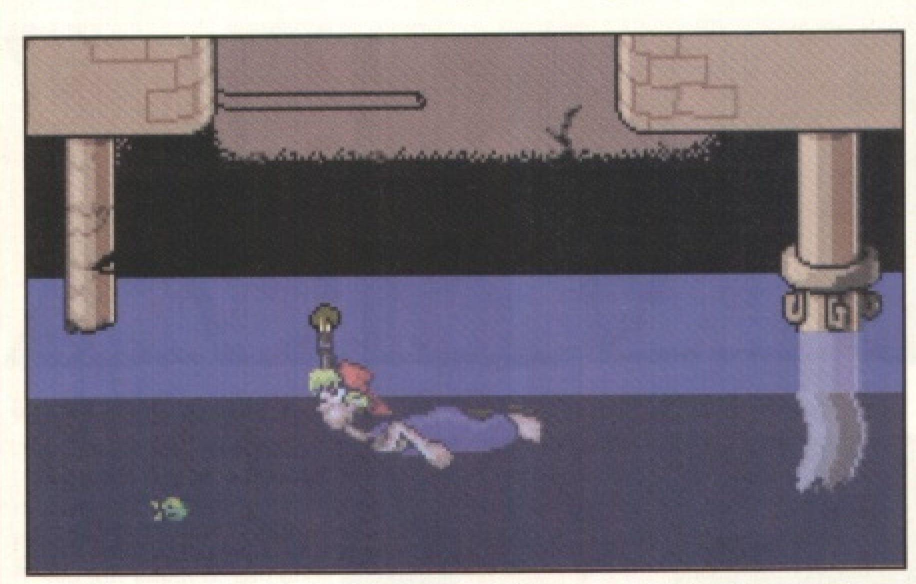


Using Stix as a snorkel, Bubba explores the underwater ruins. Along the way he'll have to contend with the deadly puffer fish, winch traps and other devices left by the deceased inhabitants. You'll also have to watch your air supply because if Bubba stays under for too long then he'll end up with a lungful of water. Bubba's face changes to reflect how much time he can spend under water so as long as you're attentive then there's no reason to drown.



Some of the puzzles involve flicking switches, pressing buttons and turning wheels (as our glamorous assistant Bubba is now demonstrating for your information and entertainment). These have various effects, from lowering water levels allowing for safer passage, to opening doors. Nothing is ever quite that simple, though - wouldn't be much of a game if it was - so sure enough such triggers are normally guarded by some nefarious means or another.

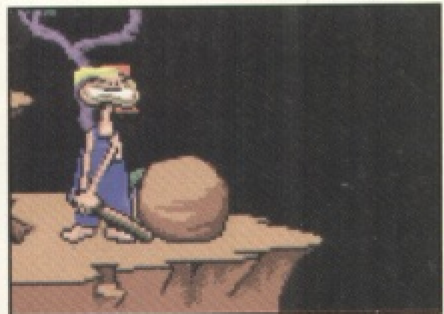
Stix is one of the most useful puzzle-solving aides ever featured in an Amiga game. Not only can he be chucked at most meanies (as you'll see later), but he can also be used in a number of other helpful ways. Like these, for example...



When underwater, Stix is used as a breathing apparatus by Bubba. An icon shows how much air Bubba has left and how long before he'll need to surface again.



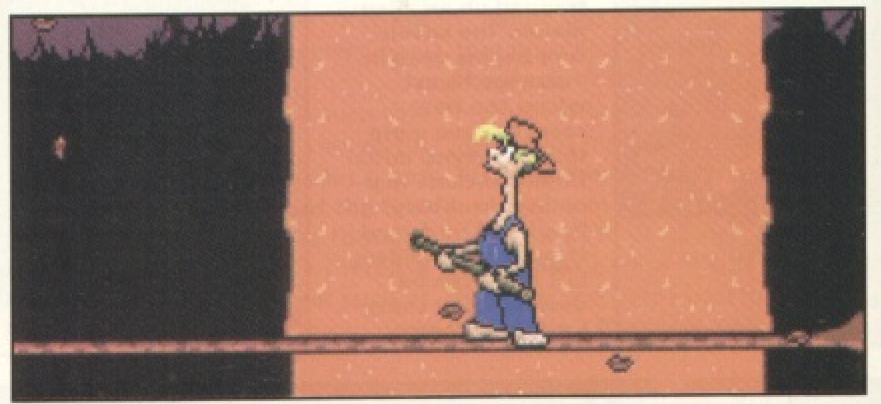
The most common usage for Stix is as a weapon - either by smacking an opponent upside the head or by using it as a boomerang, Bubba can fend off most nasties. By leaping in the air whenever Stix is heading towards a meanie you can influence its destination. A little fun can be had by sending Stix out one way and legging it the other and ducking or leaping to avoid him as he returns so that he has trouble finding you. Laugh? No, I didn't either.



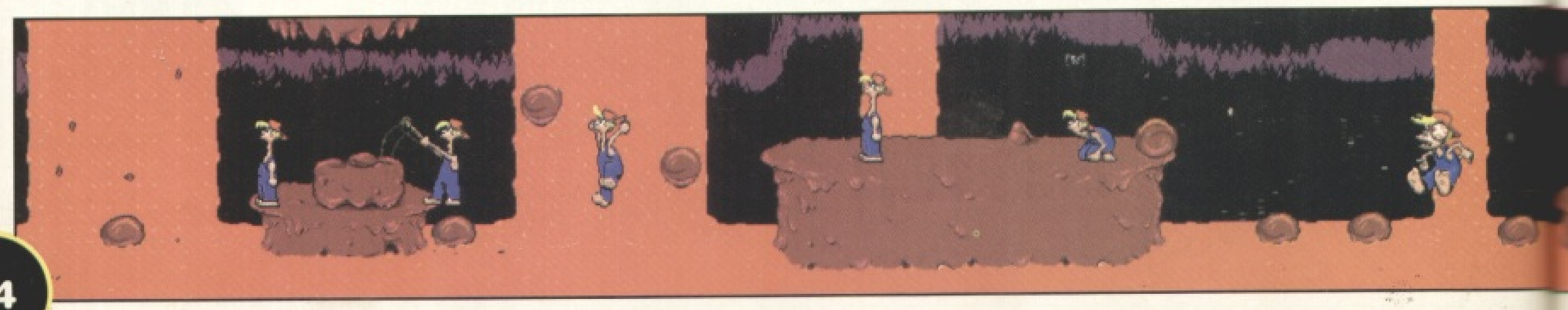
Sometimes Bubba will come across a rock or a bag lying close to the edge of a cliff. By using Stix as a fulcrum lever, you can nudge the object over the side, triggering whatever lies below.

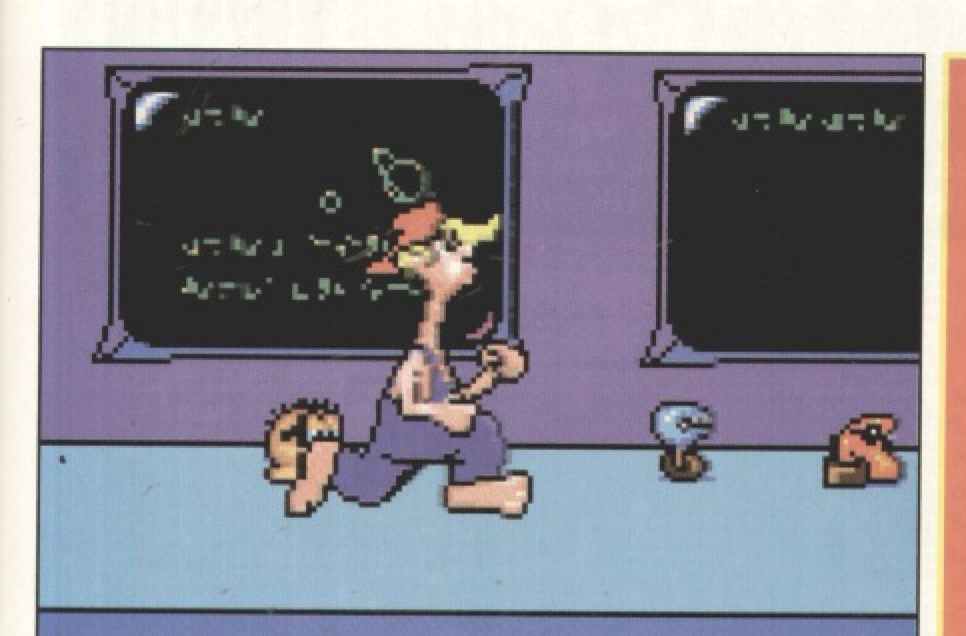


The holes in walls allow Bubba to use Stix as a platform. Jam him in the hole and then jump on him. Some holes also act as switches, causing anything from mass rock-falls to turning on baggage trolleys.



Occasionally, Bubba will need to cross a tightrope and in such a situation Stix is perfect as a balancing rod. You need to keep a steady rhythm or else you'll lose your balance and plummet into whatever lies below.





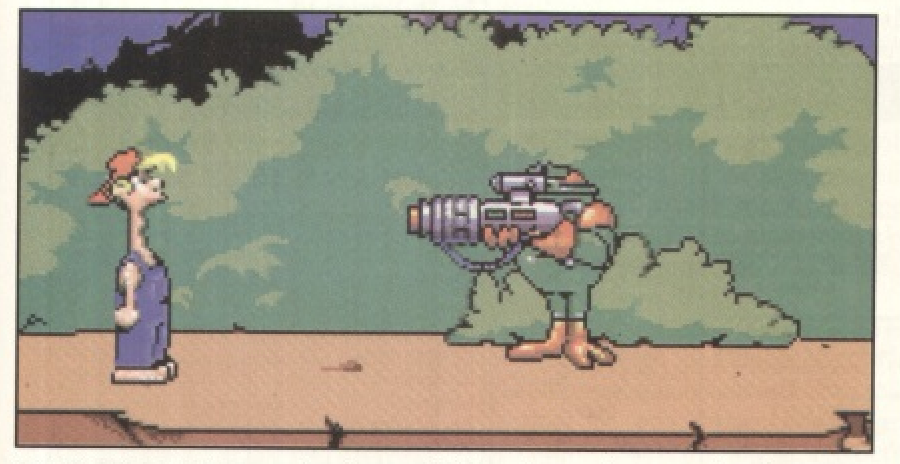
For that extra burst of speed, useful for dodging laser blasts, running from robots and generally getting to safety, double push the stick in the desired direction and Bubba breaks into a run. Pity he doesn't do any combat rolls as well, that would look really 'ard.



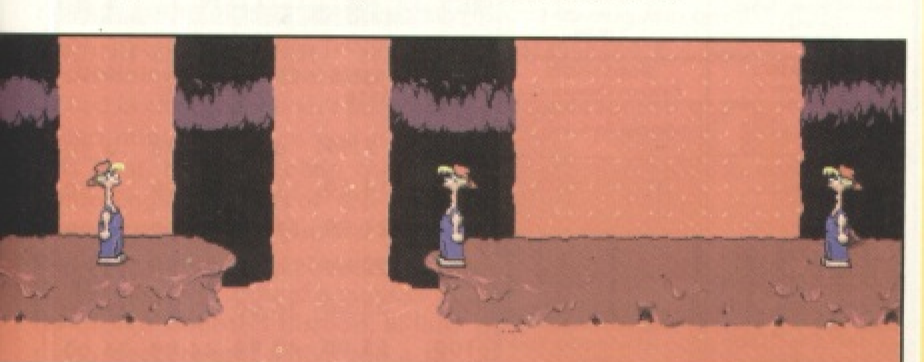


(Above) Back on Earth, Bubba was something of a pool demon. By using Stix as a cue you can nudge certain spherical objects into moreopportune positions.

(Left) The final use of Stix is simply to keep Bubba entertained while you're off doing other things. Leave the controls alone for long enough and Bubba will compose a short little ditty.



Constantly pursuing our two heroes is the alien zookeeper, who daren't face his boss without the prize specimens. The keeper crops up throughout the levels with a series of increasingly bizarre capturing tools. It's more for comic value than to present any real danger as his methods invariably result in him being on the worse end, the fool.



THE VERDICT

Platform games need to be pretty special these days to compete with the likes of Zool, Flashback and Superfrog. Well, Bubba 'n' Stix is as special as a specially-created Specials album, compiled by Arthur and Nora Special. The combination of such cunning puzzles and inventive uses of a sidekick (in this case a living stick) combine to form a truly entertaining game. The overall character and graphical style of the game make playing Bubba like playing a cartoon - everything is so smooth and lovely that you just want to take Bubba to your bosom and protect him from his harsh alien world. But what really makes the game are its puzzles. You would have thought that a stick would be a bit limiting in the puzzle stakes (after all, there's only so much you can do with one, isn't there?) but the game's designers have come up with a few really cunning brain teasers - although you often know exactly where to put Stix, you're never quite sure of the outcome. There is, however, one problem with Bubba 'n' Stix. With only six levels in total and no form of pre- or mid-game animation sequences you're likely to feel a little disinterested. After all, what's the point of struggling through a tortuous maze if there's no sort of reward at the end? It's a shame because the animations could have really helped with the overall style of the game, adding humour and giving the player a sense of deeper involvement (animations are like that, you see). Bubba is a truly fab game that could have done with being longer. What's there is going to keep you busy for quite a while and you're more than likely to enjoy yourself while you play. It's just that it's the computer equivalent of sex - superb while it's happening but over before you know it. Or so I'm led to believe.

A500/600

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Developer: In-house

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GRAPHICS	90%
SOUND	84%
PLAYABILITY	90%
LASTABILITY	80%
OVERALL	91%

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UPDATES...UPDATES...

A cornucopia of riches this month, with new stuff for both the A1200 and the CD32 - hoorah! Matt Broughton is the man behind the myth...

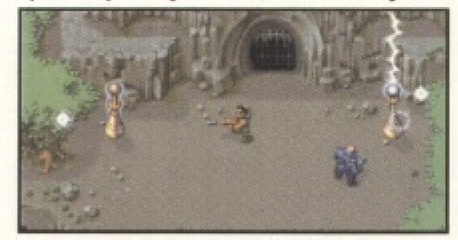


THE CHAOS ENGINE

A1200; Renegade £25.99

"Sometime in the last century an experimenter with time, space and early computers created a bizarre machine - the Chaos Engine. Although initially primitive, the machine evolved and rapidly became incredibly powerful. Eventually it turned against its creator, and used its powers to send a cloud of chaos across the land - humans and animals were turned into ravenous beasts..." And so a legend was born. Well, maybe not a legend - but a damned fine game anyway!

Chaos Engine made a fair dent in the games world when it landed quite squarely at the end of last year,



earning itself an impressive 85% from the Grand Master Upchurch (he used to work on the mag, as you'll no doubt remember). Well, now it's back, and it's got a new jacket - and a jolly colourful jacket at that.

Just in case you weren't born until seven minutes before you bought this mag, let me explain that The Chaos Engine is a sort of 'top-down' viewed romp, where you and a companion - human or computer controlled - wander around a number of levels in a Gauntlet fashion, killing nasty geezers and activating a set number of 'nodes', thus opening the exit to the next level.

The levels take you through forests, swamps, factories and other atmospherically represented areas, with a different batch of monsters inhabiting each one. Your character (chosen from six possible mercenaries) has a set weapon with unlimited fire power, and also carries a special item - a map, fire bomb, smart bomb, etc - which can only be used a certain amount of times, with extras being collected along the way or bought at the end of each 'world'.

The computer-controlled character that travels with you is of a high intelligence (as far as CPU players go) and will attack monsters and activate nodes, not to mention picking up coins and bonuses if you don't get there first.

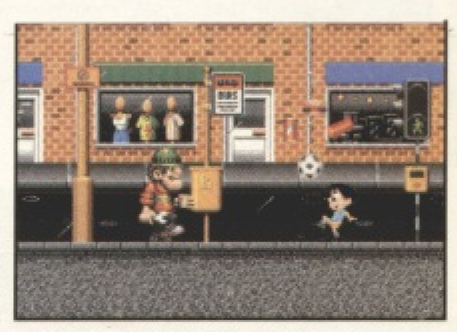
Apart from the super-duper graphics (which look gorgeous), the A1200 version is no different to the original in any other way, and though I wouldn't say it's worth buying if you already have the standard version, you really should get this if you are a new A1200 owner. Brilliant - especially is you have a mate to play the game with.

OVERALL: 90%



SOCCER KID

A1200; Krisalis £29.99



Now that any hopes of a British footy team making it across the Big Pond have been well and truly dashed, it looks like it's all up to Krisalis' latest platform hero to win us World Cup glory. How? By finding the five fragments of the World Cup trophy that have been scattered around the globe by an evil alien. Not very plausible, maybe, but a damn sight more believable than England scoring seven goals more than San Marino AND Poland beating Holland ever was.

What this entails is lots of scampering about on ledges, collecting point-packed bonuses and dodging or bashing bad guys. All fairly standard, you'll no doubt agree. But Soccer Kid boasts several features that make it much more than 'just another run-'n'-jump game'.

For a start the Kid, being a whizz at footy, uses a football to mash the nasties. Via the joystick you can pull off a wide variety of fancy trickshots all of which prove invaluable for seeing off meanies in one way or another. In addition, you can even use the ball as a springboard!

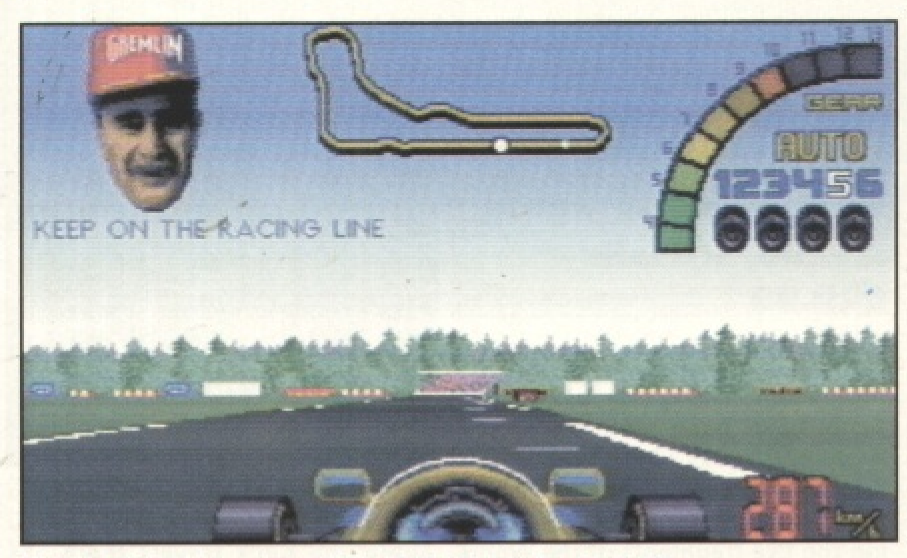
Now this sounds like it might all be horrendously difficult to control - after all, platform games should flow smoothly, and the last thing you need in the middle of some tricky jumping is having to perform joystick manoeuvres akin to Street Fighter 2's special moves - but the truth is it plays like a dream.

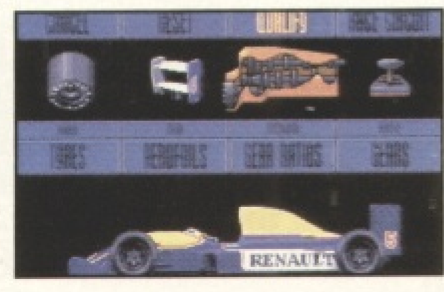
Then there's the bonus game. Along the Kid's travels there are cards to be collected, each bearing a footy player's face. If the Kid gets the full set of eleven he then enters a sub-game where the aim is to collect all the bonuses in the time available. If he does so, he wins a cup piece. Although you can complete the game without finding all the cup pieces, you won't get to see the full end sequence if you don't. We rather liked this when it came out on the A500/600 back in September - in fact, we liked it so much we awarded it 93%. Now it's here on the A1200 and it's just as good (unsurprisingly). The enhancements lie mainly in the graphics, which are now are lot more colourful and have lost the 'pixelly' look of the standard version - it looks rather spiffy, to be honest, as good if not better than any console game around. It's also hard disk installable now and (apparently) loads faster, which is not to be sniffed at.

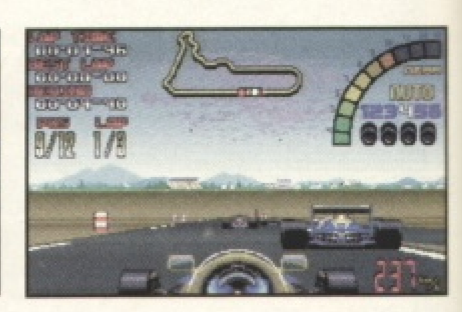
Like The Chaos Engine, Soccer Kid on the A1200 is not an essential purchase if you've got the original version, but if you're buying it for the first time then you're in for a treat here.

OVERALL: 93%









NIGEL MANSELL'S WORLD CHAMPIONSHIP



CD32; Gremlin £25.99

I find it hard to take Nigel Mansell seriously after seeing the Nintendo adverts - I just keep remembering everyone with those huge 'tash and eyebrow sets (chortle). Anyway...

Way back in the May issue (well before my time) we looked at the A1200 update of NMWC, and here it is again wearing its CD32 coat. In the game, you take on computer-controlled drivers as you make your way across the world and compete on sixteen tracks (the original only had fourteen) with varying layouts and varying conditions (needless to say, it's always raining in Britain).

You can choose to dive straight into the championship, compete in individual races or make use of the 'Improve With Mansell' option, where a digitised Nige (we're mates) takes you round the track of your choice and offers you such incredible tips as "Stay on the track" and "Don't hit things" - well, I suppose when you've got as much money as Mansell, you can say what you bloody well like really.

The graphics are straight from the A1200 enhanced version, but the game now features eight CD quality soundtracks to choose from, a save facility (making clever use of an internal chip), and much reduced loading times all round. The game also runs much faster overall and is given a more dramatic feel thanks to the pumpin' sounds (my man), but in honesty remains much the same as the A1200 offering.

OVERALL: 81%





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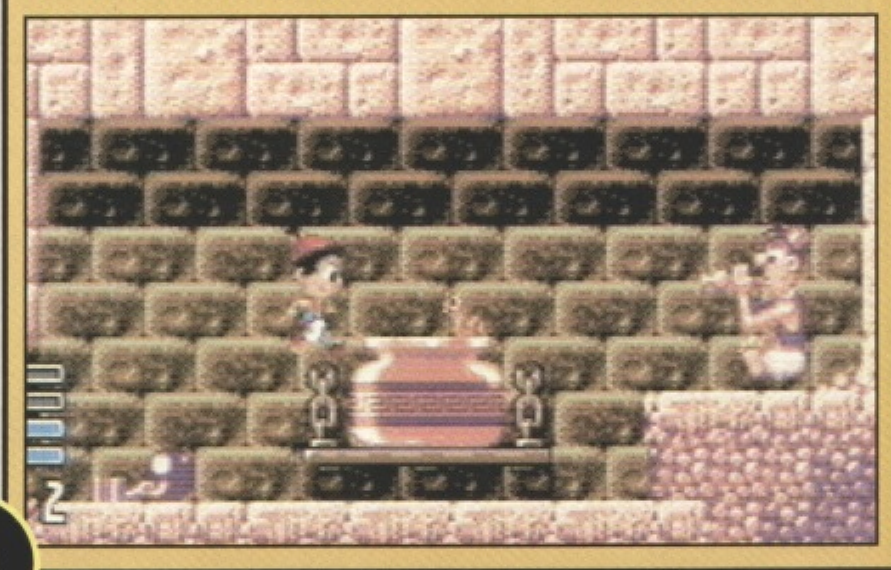
With CD32 sales getting better and better, tons of old games are now being made available. Though these games haven't been enhanced for their CD release, I thought you might like to know about them anyway!

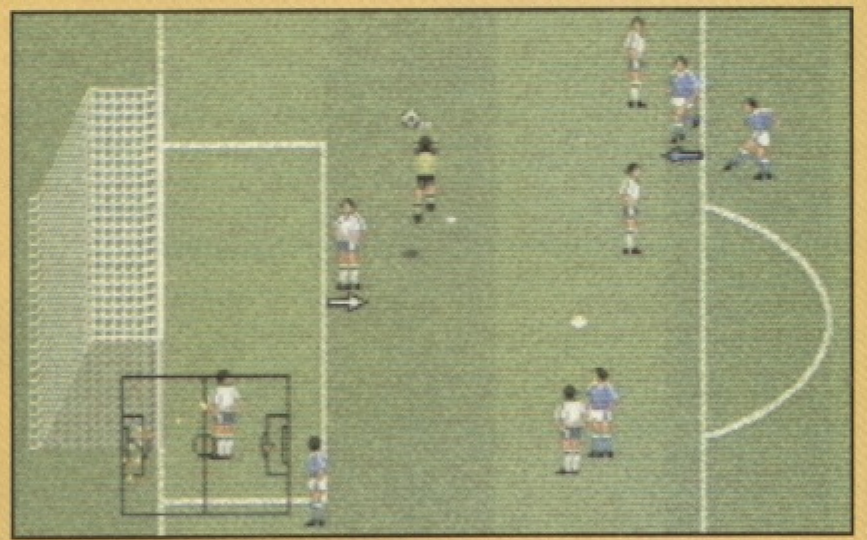
ARABIAN NIGHTS Buzz £14.99

Arabian Nights is essentially a platform game, but also includes a healthy amount of object collecting and Dizzy-ish problem solving. You play the part of a sword-waggling lad, who has to escape from the evil Vizier's dungeons and rescue the beautiful princess Leila. You do this by interacting with the many computer characters - generally swapping objects for favours (oo-er!) - while avoiding a number of bad guys and negotiating platform challenges. This product is identical to the original version, but well worth having if you're a new CD32 owner.

JOHN BARNES EUROPEAN FOOTBALL Buzz £14.99

Pull on your boots and compete against teams from eight nations to become Champions of Europe. Play in one-off matches, or work your way through the cup tables as you take control of either John or the entire team in a side-on viewed game. A healthy batch of options allow you to manipulate the weather (blasphemy!), set pieces, game length, etc, as well as how you control your player. The CD version of JBEF has actually been enhanced with some extra sound effects and music, and is available now.







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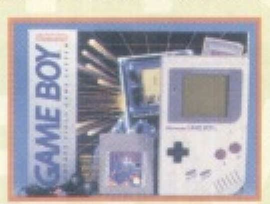
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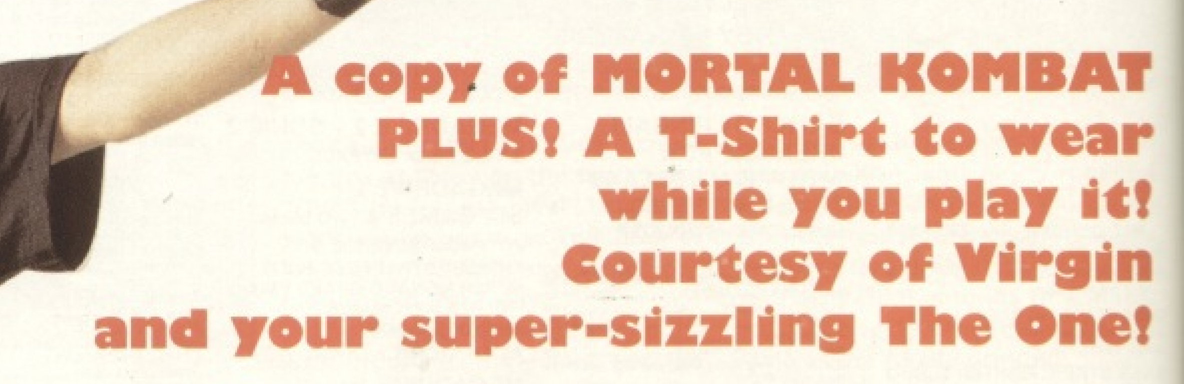
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WHAT'S IT ALL ABOUT?

You've waited haven't you? MORTAL KOMBAT! You've seen the adverts on TV haven't you? MORTAL KOMBAT! You've wondered why lots of people are running around the streets shouting MORTAL KOMBAT! Well, now you know (or at least you will know once you've read our four-page review of it.)

Yes, if there's one thing we all really enjoy, it's pointless violence and large amounts of blood and phlegm - and when David isn't enjoying a nose bleed, there's always Mortal Kombat to provide the jollies.

If you're looking for an educational package that covers, in depth, the subject of making friends and male bonding, there's nothing better than a few rounds of old MK.

But one thing's missing...

You might have an Amiga. You might have games to play on it. But look at yourself. Yes, YOU'RE NAKED!

WHAT CAN I DO ABOUT THIS DREADFUL STATE OF AFFAIRS?

Don't despair, because thanks to our best mates at Virgin we're able to offer you this stunning chance to win not only a copy of the much awaited game but also a stonkingly trendy T-shirt as modelled by the dazzling Matt (Mr Sainsbury's Assorted Biscuits 1987) elsewhere on the page. All you have to do is take a look at the screen shots on the page and answer some simple questions based (very loosely I might add) on the Mortal Kombat characters that you see.

Think you know the answers? Well plop 'em on a postcard or the back of an envelope, and mail it to: The Obvious Ego Trip Compo, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, to arrive no later than 28th March 1994. Oh, and try to make your writing vaguely legible. Ta!

FIGHT!

(1) Matt's first opponent's finishing move involves:
(a) Removing your spine.
(b) Removing your wisdom teeth.
(c) Removing a small piece of fluff from your belly button.

(2) Matt's second opponent's best friend is a table lamp because:
(a) He's sad and lonely.
(b) He's blind and lonely.
(c) He has an infrared implant and believes the lamp to be Cindy Crawford at night. And is lonely.

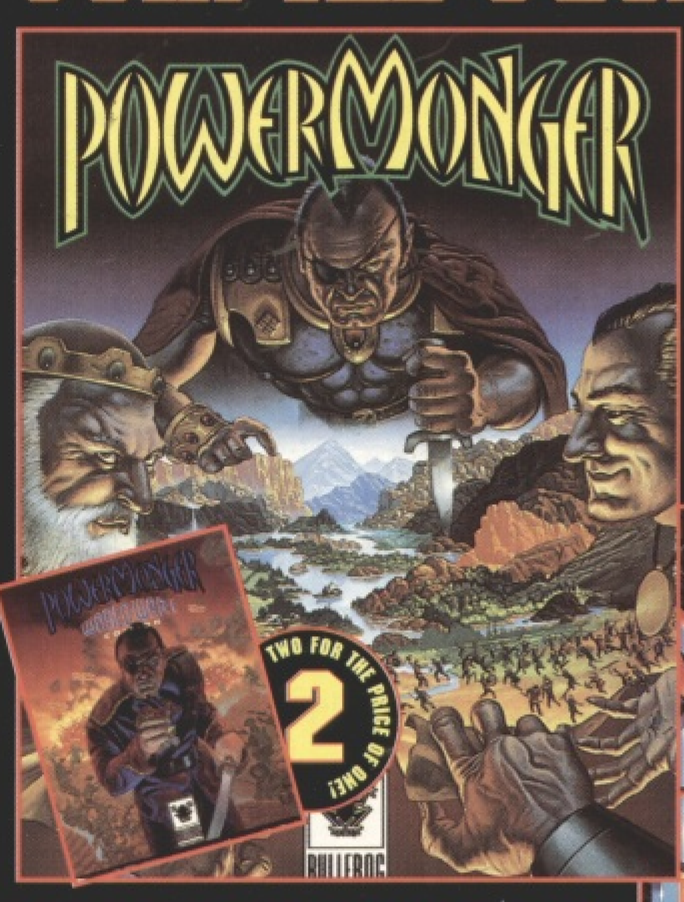
(3) Kiai are a top notch Classic Power/Funk/Rock/Pop band (as you already know), but what does the karate term 'KIAI' mean?
(a) Applause
(b) Shout of power
(c) Excuse me. Is that your car parked outside my house?

4) Who do you think was responsible for writing this competition?
(a) Matt (orange belt)
(b) David (large belt)
(c) Simon (fuzzy felt)
(d) Jenny (super svelte)





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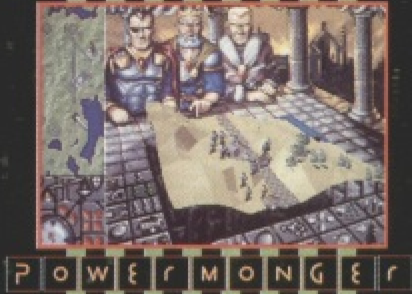
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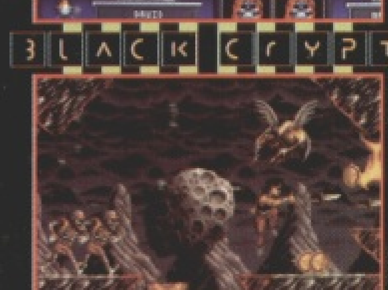
POWERMONGER



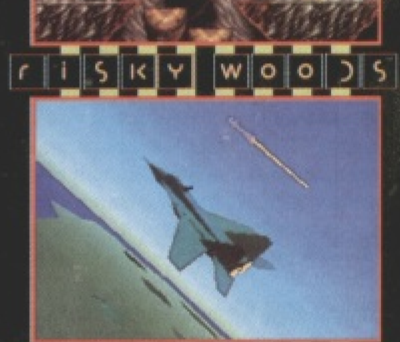
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BLACK CRYPT



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WWF 2



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Screen shots taken from various computer formats

REPLAYS!

You can tell Chrimbo is coming - just look at the quality of the budget titles we've got this month. And just when you thought the hype had dies, Street Fighter 2 returns at bargain basement price to start it up all over again!

COMBAT CLASSICS 2

Empire £29.99

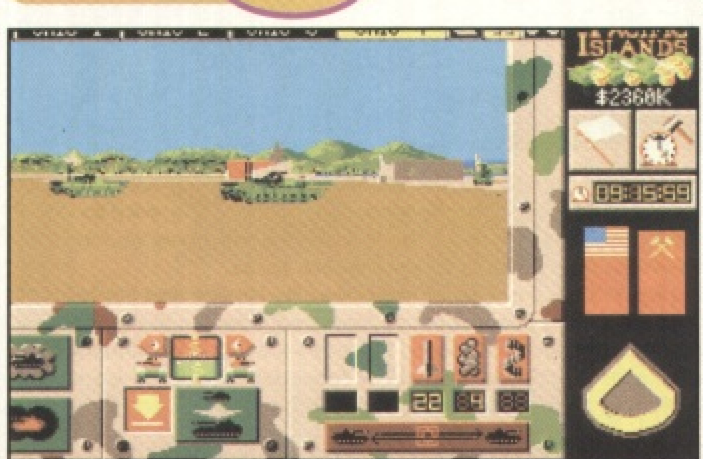
Empire seem to have an eye for good compilations, and for the casual sim fan this is well worth a gander. Lifting off with MicroProse's brilliant F19 Stealth Fighter we're in familiar flight sim land, with loads of typically accurate flap waggling from Microprose as we take to the skies in the hush-hush Stealth plane. As with most Microprose sims, there are plenty of missions and the assorted polygon landscapes are updated at a fair old pace, creating a believable atmosphere and ensuring the many dogfighting and strafing scenes roll along at a decent enough speed.

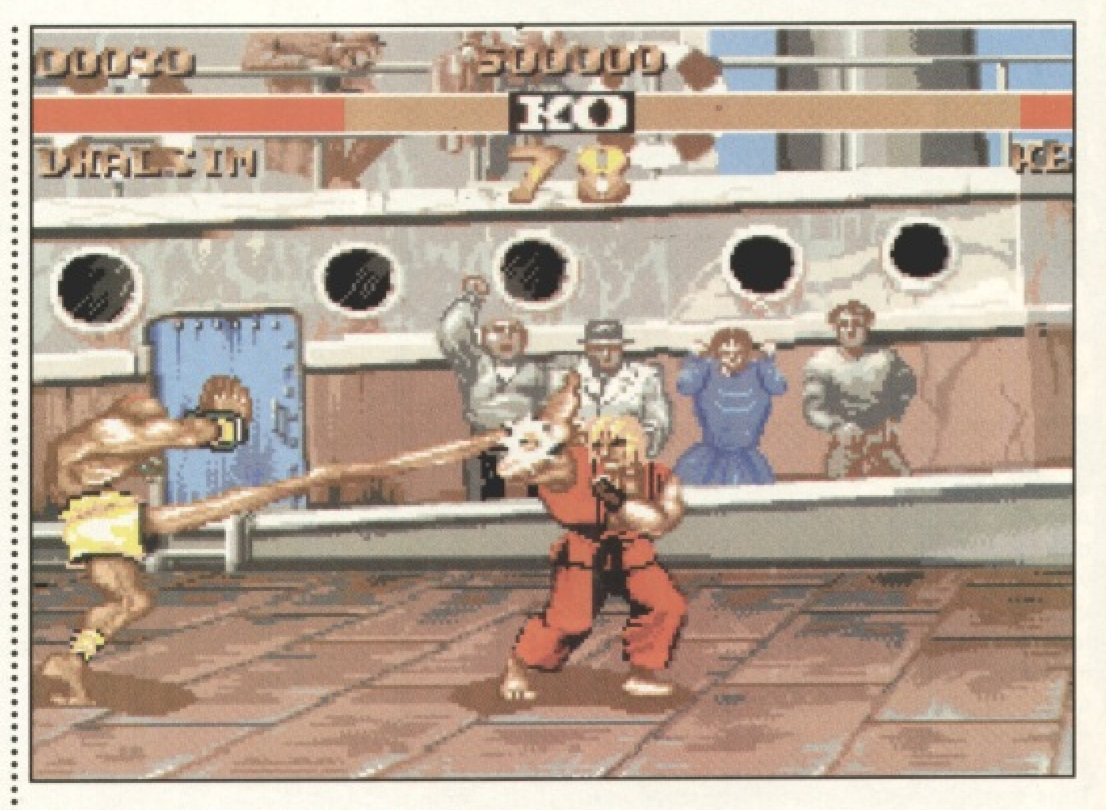
The weakest of the three trundles out next in the shape of Empire's own Pacific Islands. The follow-up to Team Yankee, Pacific offers more of the same tank-based action, as a convoy of tanks are at your disposal in a number of missions. There are a few nice ideas but the action is far too slow-moving, and the chunky graphics often confuse. With the exception of the linked missions, there's very little to discern between this and its predecessor.

Finally, we come to another MicroProse sim in the form of Silent Service II, which you'll find reviewed elsewhere in this section.

So there you have it, two out of three ain't bad, and Pacific Islands is by no means a complete stinker. Ordinarily, the games featured in this compilation would cost in excess of £100, so this represents great value for money - something the old parent always seem to fall for. [MB]

OVERALL 91%



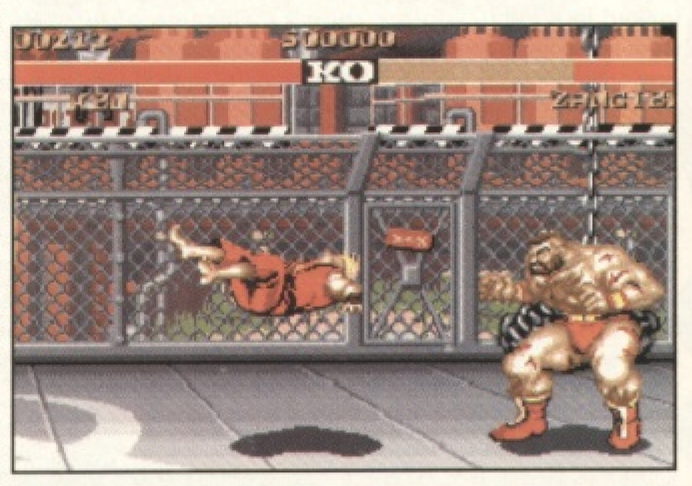


STREET FIGHTER II

KIXX XL £14.99

Yes, this may indeed feature Chun-Li, Ken and E. Honda, but, by golly, this is not Street Fighter II. I suppose we were all hoping for the impossible, but whilst Creative Materials' conversion of the classic Capcom coin-op may indeed resemble the arcade game, in terms of gameplay it is as far removed as Space Invaders is from Namco's Galaxian 3 machine.

For those of you who have been holidaying on the moon or something, SF2 is THE arcade phenomenon of recent years. Eight warriors have come together to knock seven shades out of each other so they get a chance to take on three larger bosses and the arch bad guy, M. Bison. Using a variety of punches and kicks, each fight takes place over three rounds, with the winner being the first to whittle away their opponents' energy.



And then there's the special moves. These are what separated SF2 from the rest of the pack and what also sparked off a series of clones. Using complex combinations of joystick manipulation and the coin-op's six buttons, extra devastating punches and kicks can be pulled off - and very smart they were, too.

Well, Amiga SF2 also has these, but unlike in the arcade game (and indeed the Super NES and Megadrive versions) the action is far from instinctive. The special moves have to be selected before the bout starts and the six buttons of the coin-op are barely replaced by the one of most joysticks. And it's slow, too. Very slow. Basically, there was no way - despite most people's hopes - that this was ever going to be a contender. This may look like the coin-op, but that's where the resemblance ends. Put the cash towards Mortal Kombat. [MB]



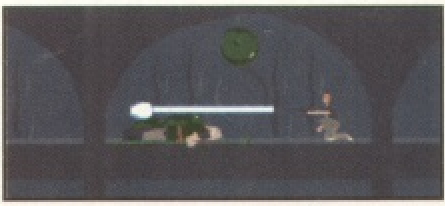




ANOTHER WORLD

KIXX £14.99

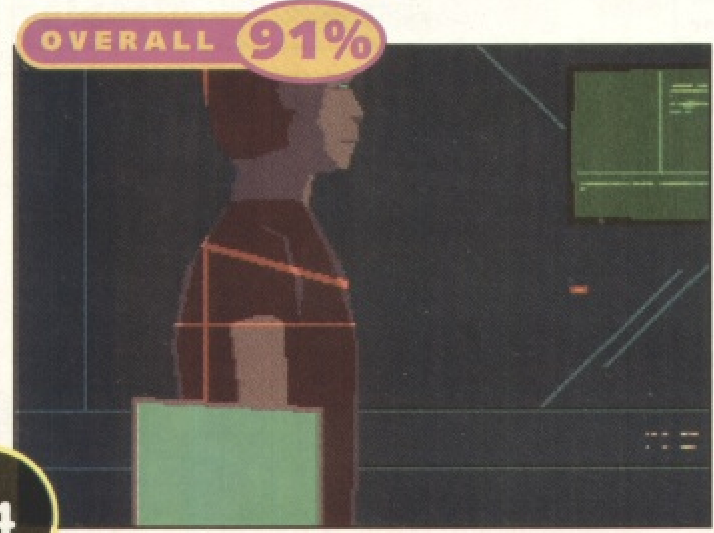
Delphine's predecessor to Flashback, Another World stars one Lester Chaykin who, during a routine experiment, opens a



loop hole in time and is whisked into an odd dimension inhabited by a race of simian-like creatures - a genuine Planet Of The Apes if you will. Waking up with the headache to end all headaches, Lester is left to pick his way through the strange world, avoiding the ape-like guards out to blast him. Thus starts a rather smart thirty-three stage arcade/adventure which shows off Deplhine's stunning graphical prowess to the full. Starting off being chased by a large black creature, Lester eventually makes it to a cavern system, before teaming up with a friendly local and heading for the only known escape route. That may not sound very exciting, but such is the presentation and realistic control over Chaykin that the game soon draws you into its atmospheric world.

Delphine are the masters of cinematic inserts. Between each level the scene is set via a series of cutaway shots. For instance, when Chaykin wakes up after being stunned and locked in a cage, you are shown a close-up of his eyes as they dilate and try to focus on what's going on! If there's one area the game does stumble a little, though, it's in terms of speed and initial confusion over the controls. Lester can be made to run, walk, sidle along, jump great distances or even bunny hop - and later on in the game he also collects a gun which acts as both a shield and a weapon. Granted, these are excellent ideas, but with the gun sections in particular, activating the shield whilst letting off shots proves extremely difficult - and getting hit means it's 'Game Over.' Still, this is arcade/adventuring at its best and most involving. Ignore its short-comings and you're on to a real winner - an excellent re-release. [MB]

OVERALL 91%

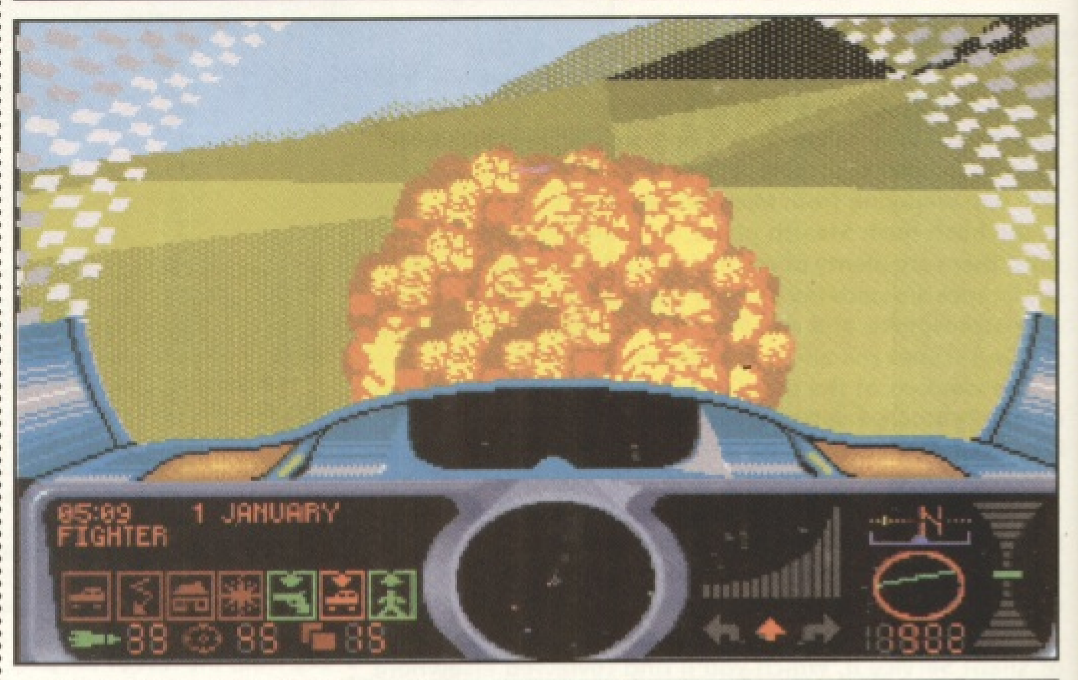


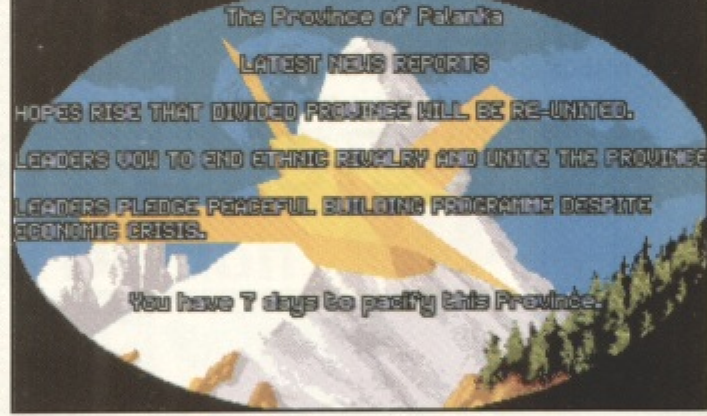
ASHES OF EMPIRE

Action 16 £16.99

Mike Singleton's first epic NOT to appear under the MicroProse banner came courtesy of Mirage - and now it's back again courtesy of Digital Integration's cheapie label. Billed as a "complex fusion of adventure and strategy", Ashes Of Empire is a huge strategy affair, with the player out to placate a couple of dictators whose constant bickering and hostile actions threaten the world.







As the leader of a global peace-keeping squad, you've got to use every option available to keep people happy. Thus, what follows is a complex mixture of espionage, keeping the starving fed where necessary, and - ooh-la-la! - even a bit of seduction where necessary.

Mike Singleton's Midwinter games were a success because they blended a strategy theme with arcade action. Ashes leans more towards the strategy side of things and is considerably more complex, but not quite so enjoyable. The game opens with a map of the area you've been left to unite, with key areas in peril highlighted. On making your way to one of these, a Midwinter-esque 3D section opens as you head there, before giving way to a series of flick-screens as you scour each town for new recruits to your peace corps.

There's so much in Ashes Of Empire, it's hard not to be impressed by its size and content. But in creating such a monster strategy affair, the programmers have neglected to make the game fun. I don't expect a game of this type to a barrel of laughs, but after a while it becomes a chore and moving from town to town all gets a little dull. Strategy fans could do a lot worse than this, but I think I'll be sticking to Midwinter. [MB]

OVERALL 73%

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AND KNEE DROPS AND POWER SLAMS...

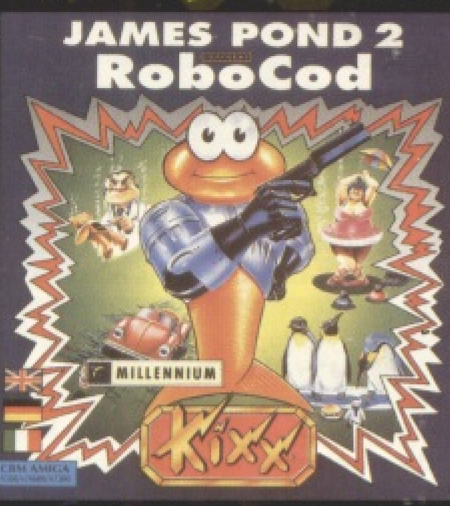
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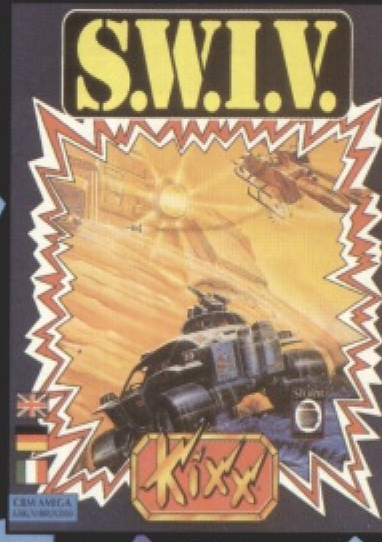
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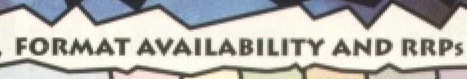
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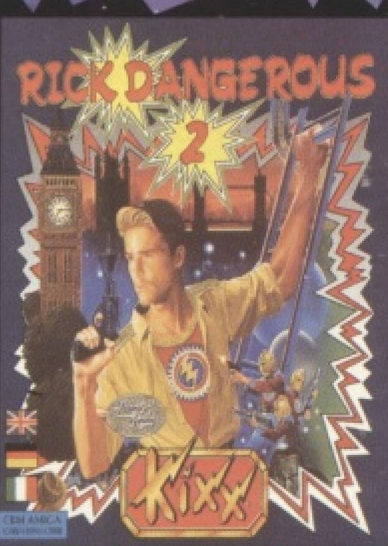
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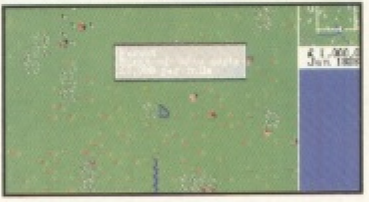


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RAILROAD TYCOON

Action 16 £16.99





How many times have you stood on a freezing cold station waiting for a train only for it to be cancelled? Loads, I expect - after all, not a day goes past without some mess up or other delaying us from getting to work or home. Leaves on the track, wrong kind of snow, dozy station workers who basically couldn't give a monkeys about the poor sods who pay twenty-odd quid a week to travel ten miles - the excuses are endless. Still, think you can do better? 'Course you do - and here's your chance.

Sid Meier's classic rail-building game makes a welcome return, and proves every bit as compelling as it was first time round. Set in the early 1800s, Railroad Tycoon gives the player the chance to out-BR BR by creating a flawless transport system. Everything from laying the track and building the assorted stations and signal boxes falls down to you - as does balancing the books and other such important features. In addition, accidents are also your responsibility, so it's important you keep your many trains in perfect order and ensure the tracks are always in a decent state before the insurance claims roll in.

Railroad Tycoon is quite simply a dream to play. It's easy to control thanks to a simple menu system, and the variety it offers is second to none - it could be described as "Populous with wheels"! Graphically, it's no great shakes, but the gameplay is where it's at and it's there in stacks. It's extremely hard building up a decent company, and mine always seem to collapse just as they start to do well for themselves. Even so, this is the most fun you'll have playing trains outside of Hornby models. [SB]

OVERALL 93%



SILENT SERVICE II

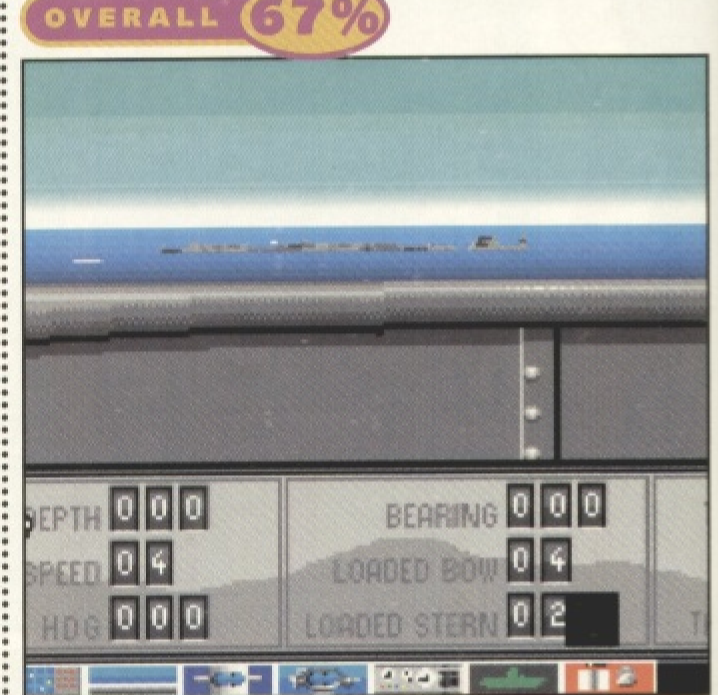
Action 16 £16.99

It's time to dive, dive, dive, as MicroProse's sequel to one of their earliest sims returns for another battle. Originally released for the C64 and Atari 800 systems, Silent Service put the player in charge of a sub in the middle of some nameless war in a series of simplistic missions. For this sequel, once again the whole world seems to be at war - but this time things are a little more complex on the control front.

Everything from navigation to weaponry is at your disposal, and single key presses are used to initiate the sub's many features. However, although it is considerably enhanced over the 8-bit versions, Silent Service II is still far from a complex sim, and nor is it gripping stuff. The game plods along at an extremely sedate pace and, whilst it is a well-designed sim and well up to the standard of past MicroProse games in terms of content and progressive missions, it's all a little too slow-moving for my liking. Granted, this may be a reflection of life at sea, but the battles soon get a little dull as the same graphics are used over and over again.

It's a real mixed bag in the graphics department, too. The in-sub graphics are fine, with some really nice use of shading and some more than adequate detail. But the map screens are bland to say the least and the battle scenes are a massively missed opportunity. In fact, your prey are shown as tiny ships on the horizon with the odd flash as they get hit - as seen in Computer Battleships all those years ago. Even at seventeen quid this isn't particularly recommended. It's by no means awful, but only really worth persevering with if you get it as part of Empire's war game compilation.

OVERALL 67%





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KILL ZONE

Not much space so you'll just have to dive on in. Prepare to be amazed at the hottest tips this side of Tipsville.

BODY BLOWS GALACTIC

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DINO



Let's face it - the creatures filmed so beautifully in Jurassic Park are nothing but cry-babies. For some real prehistoric action, try taking control of the muscleboundosaurus himself, Dino. A fair few people will find him tough to control, but to their liking after controlling him for a while. Slow and sluggish in places, what he loses in speed he makes up for amply in strength. One of the strongest characters in the game, the best way to play him is carefully - practise your timing as often as possible, and you'll soon find him to be invincible.

Best Attack: The Duck and Punch. This one can take a little timing to get perfect, but the results are devastating. When your enemy leaps towards you, duck and then punch the air where the enemy is about to land, then sit back and watch them fly.

The Old One-Two: If you aren't the kind of person who wants to sit about waiting for the enemy to attack you, the best form of defence is to Jaw Snap your way across the screen, getting ready to block at any time, and then Duck Punch them to the deck. It never fails!



DRAGON



I hate to say this, but the Dragon is a bit of a crap character to play. Lumbering and ineffective at the best of times, your best bet is to completely ignore him. Still, if you really want to have twenty four stone of muscle at your fingertips, be ready to practise the next couple of moves.

Best Attack: Once more, it's the Duck Punch. The beauty of this move is that when you are holding the joystick in the right position, he is already blocking any attacks coming his way. Wait for your opening, and then let loose.

The Old One-Two: Crouch as before and then let out a Duck Punch at the appropriate moment. When the enemy leans back, leap up and perform a quick Superflip. If that doesn't knock them on their back, I don't know what will.

WARRA



The Ice King with the stupid name is one mean mutha if you can get to grips with his fists - easily his best weapons. The Big Freeze is an excellent weapon, if you can time it correctly - there's no point freezing the Phantom in mid disappearance, as you can't get any hits in before he thaws.

Best Attack: The Ice Pick is completely infallible if performed at the right moment. Remember, this isn't the kind of game where you can just waggle the joystick and stab the fire button. Wait for your moment - preferably when someone is in the air - and then a quick blow does the job.

The Old One-Two: The Ice Fist is the best way to open your combination, as this will stop anything in its tracks. Quickly step in with a Spinning Scythe (you have to be right next to a character for this to be any good) and you're on your way to victory.

PHANTOM



Strange as it may seem, Phantom is actually one of the hardest characters to beat. It might seem a little unusual that a guy with no legs can defeat most people, but when you think that he can do two particular moves that are practically unbeatable, then you can see what makes him such a good character to play.

Best Attack: There isn't much that can hold out against the Deathbutt. Kneel before your enemy to lull them into a false sense of security, and then stick your head at their midriff as fast and as hard as you can. Who said you can't touch ghosts?

The Old One-Two: Phantom is capable of so many effective combinations we didn't know what to suggest, but in the end we settled for a Sonic Wave

or three to set the mood, followed by the unbeatable Orb Of Destruction. For maximum effect, perform at least two Orbs and round off with a Deathbutt.

INFERNO



Someone else with no legs, and someone else who's hard to beat. The real benefits to using this character is that any part of the body can be used as an offensive weapon - head, arms, tail, stomach etc, which leaves the character with a really hot defence arsenal (we were going to do a joke about bottoms here, but decided that it wouldn't be funny).

Best Attack: The Firepunch is my personal favourite, simply because it's fast, very effective and can be pulled off with no trouble at all against most opponents. Hold your defence until you see the opening, and then let one through.

The Old One-Two: Use the deadly Spinning Flame a couple of times to get your enemy on the floor, and then fire a Heat Creeper towards them. If you're close enough, they won't be able to jump in time, and they'll fry on the spot.

DAN



Generally regarded as the best character to play, Dan is the most traditional fighter in the game, and therefore the easiest to get to grips with. Although his moves consist almost exclusively of standard kicks and punches, a couple of them are so powerful that, when mastered, he becomes completely invincible.

Best Attack: The Roundhouse, no question about it. Make sure you've got enough room to be able to pull it off, and then let one fly. If it connects - and it will every time with practice - you should have your opposing number on the floor within seconds.

The Old One-Two: Kneel and let out some low punches, and then leap up and let out a Powerpunch. This is particularly effective if you can get your enemy against the edge of the screen, as they have no room to step out of the way.

LAZER



Lazer is quite a weak character by comparison, but makes up for his little strength by being very, very fast. No-one can match his punching speed, and this is something you should take full advantage of.

Best Attack: The Lightning strike. Well, I said he was fast didn't I? As far as I'm concerned if you've got a move that means you can get three punches in faster than most people can get one, then use it!

The Old One-Two: Start with a few Lightning Strikes, and then lay out a High Punch to send people to the land of Nod. Again, if you can get them against the wall, then all the better, but keep your guard up if you can.



KAI-TI

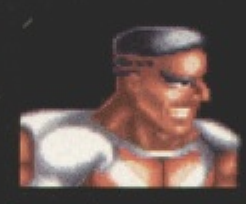


I'm not sure why, but the female character in these games always seems to be the best. Could it be that the opponents don't want to hit a girl? Or could it just be a bit of Women's Lib up at Team 17? Whatever, if you want an easy ride, then Kai-Ti's your best bet.

Best Attack: The Jawbreaker is completely infallible. My favourite move among all the characters, it is possible to finish the game on the hardest level doing only this move. Try it!

The Old One-Two: A couple of Jawbreakers should set things moving nicely, and then Kai-Ti's magnificent Triple Kick finishes things off. Anyone who can't complete the game with this character is a bit wet.

JUNIOR



A snowballing powerhouse, Junior's got the muscle to do the job, but whether he has the speed depends on how you play him. Kai-Ti can throw out moves like there's no tomorrow, but Junior requires a little pacing to really fight effectively. Don't go for a quick kill, just rain blows at a constant rate and you should be fine.

Best Attack: Junior's Jab is his mainstay - fast yet strong enough to cause enough damage, use it to get out of any kind of trouble, or just use it to create trouble.

The Old One-Two: How would you like to take out half of someone's energy in one attack? This is how to do it - keep jabbing them backwards until you've got them against a wall, smash them with The Blitz, and the send them into the middle of next week with an Iron Uppercut. Yeah!

TEKNO



He's lean, he's mean, he's all machine. However, if you're expecting something like the Terminator, then get ready to be disappointed. Tekno is nowhere near as hard as you would expect a fully-functioning combat machine to be. His defences are useless, or near enough, so watch your guard, and he has one of the easiest avoidable special moves in the game.

Best Attack: The Powerpull can be useful, but I think I'll plump for the straight Low Punch. Works when timed well, sucks at any other time. As always, PRACTISE!

The Old One-Two: Start with some low punching action (most of the characters are male, so this type of attack always works) and then shoot across the screen with a Retro Thrust. You need a little time and space to pull this one off well, so pick a moment when the opposition is just finishing a move.

AZONA




You remember what I said about female characters being the best? I lied. Azona is probably the worst fighter of the lot. Most of her attacks are useless, that board thing she stands on is a waste of time, and for some reason most of her moves involve jumping, which leaves her very vulnerable indeed.

Best Attack: This might be the best, but it doesn't mean it's any good. The Sliding Kick is a way to get you into the centre of the battle. Keep sliding to get the most damage, but you'll probably get kicked a lot at the same time.

The Old One-Two: Some straight punching followed by a Forward Flipper will get you out of most trouble spots, which means you'll be doing it all the time. You need to be real close for the FF to do any good.

PUPPET



He looks daft, but his extendible reach makes him quite formidable in places. Keep him at a distance from the other player, and use the reach as much as possible to lay on the damage. Get in too close, and you'll get kicked to pieces.

Best Attack: It has to be the Super Stretch. A fast and very long punch that can be repeated over and over until it hits the mark. Just stand there and start hurting people!

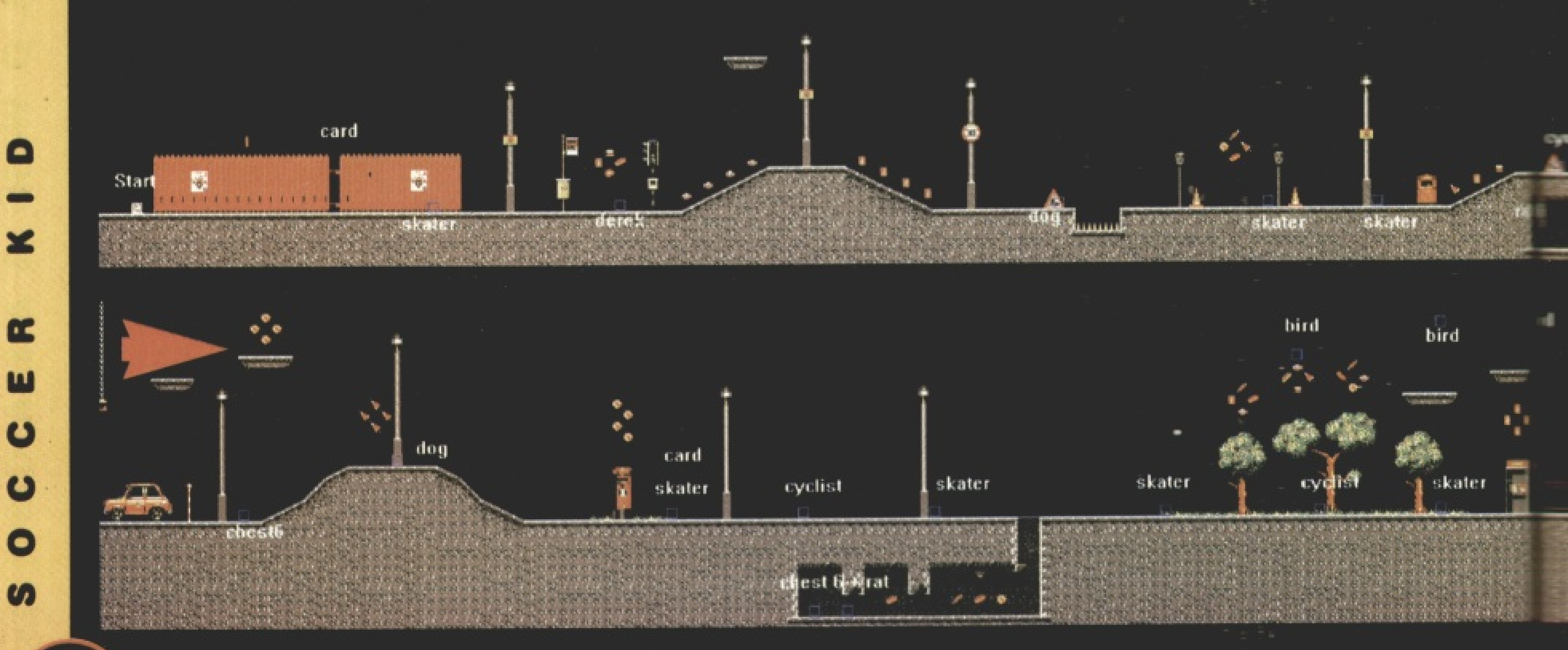
The Old One-Two: Start a fair way from your opponent, and then Locomotion across the screen to them. When you make contact, stick in a few Duck And Stabs, and then watch them get grass/tarmac/lava/water/whatever burns as they slide along the ground.

SOCCER

LEVEL 1.1

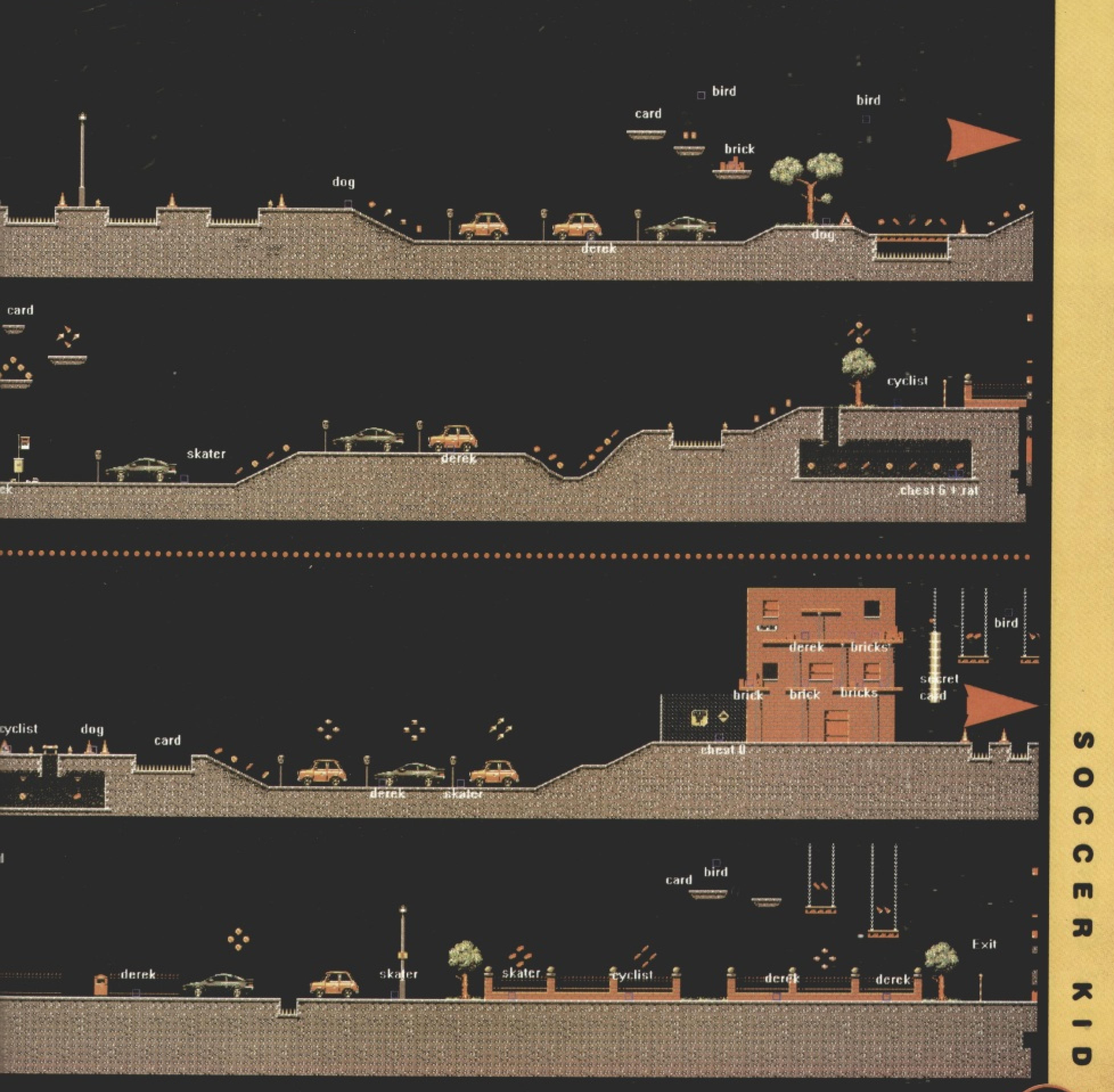
Start
ird
skater
bird
card
cyclist
card
bird
skater
card
chest 6
skater
skater
cyclist
chest 6
rat
skater
dog

LEVEL 1.2



KID

Having trouble fighting through Soccer Kid? Can't get all the cards? (I've got two Alan Shearers that I'll swap for an Eric Cantona if you've got one). Fear not, for here are complete and detailed maps of the whole of the first country, England.

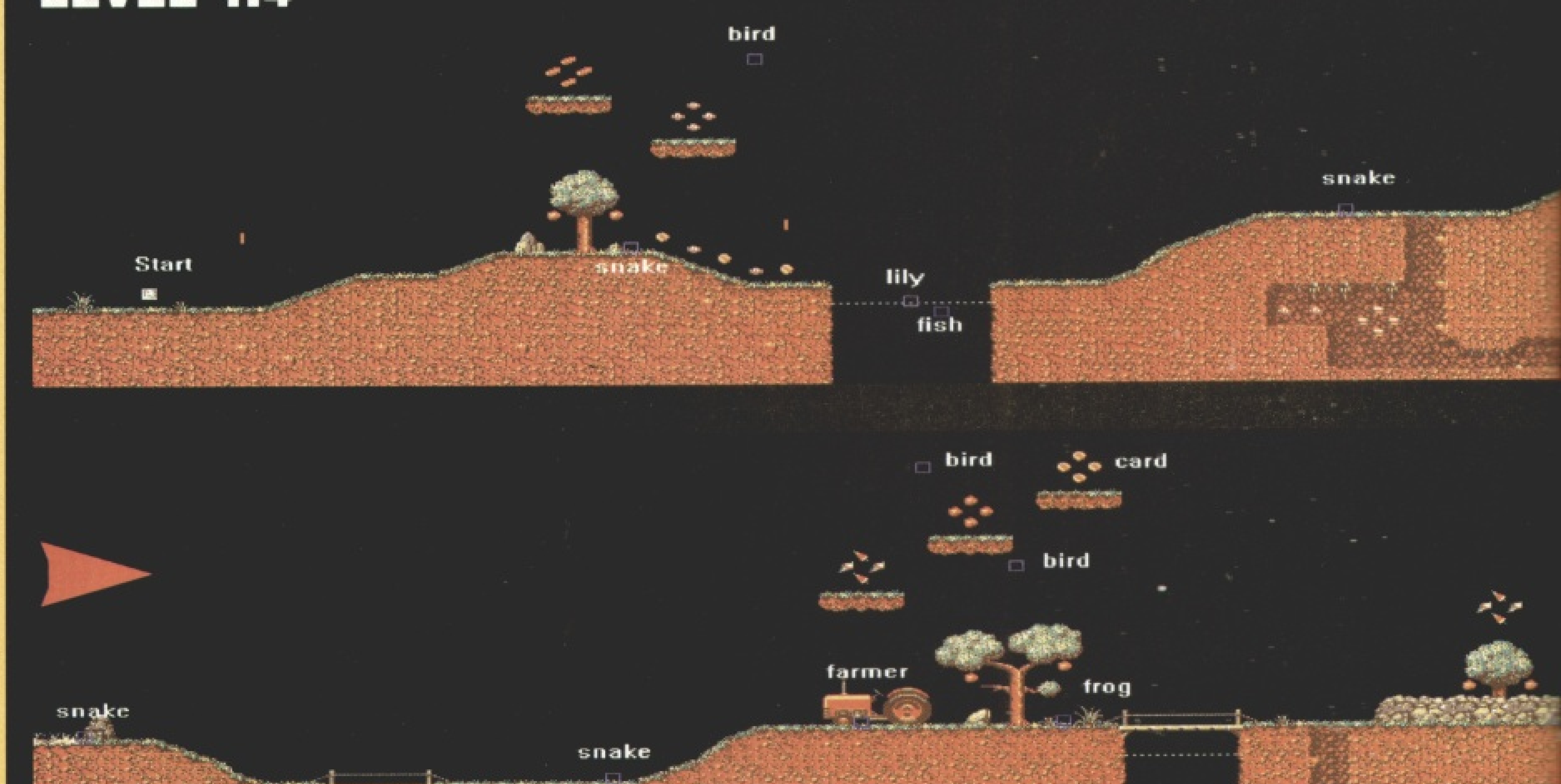




LEVEL 1.3

bird
Start
Farmer
froggy
snake
snake
sheep
farmer
card
spikes
spikes
rat +

LEVEL 1.4



bird
card
frog
sheep
heads
farmer
snake
sheep
spikes
fish
bird
exit
snake
snake
fish
card
spikes
spikes
card
bird
farmer
snake
farmer
snake
sheep
card
chest 6
card
chest 6
spikes
bird
card
bird
bird
farmer
farmer
exit
snake
spikes
card



LEVEL 1.5

bird
bird
card
doggy
tourist
skater
Start
derek
rat + chest4 + rat

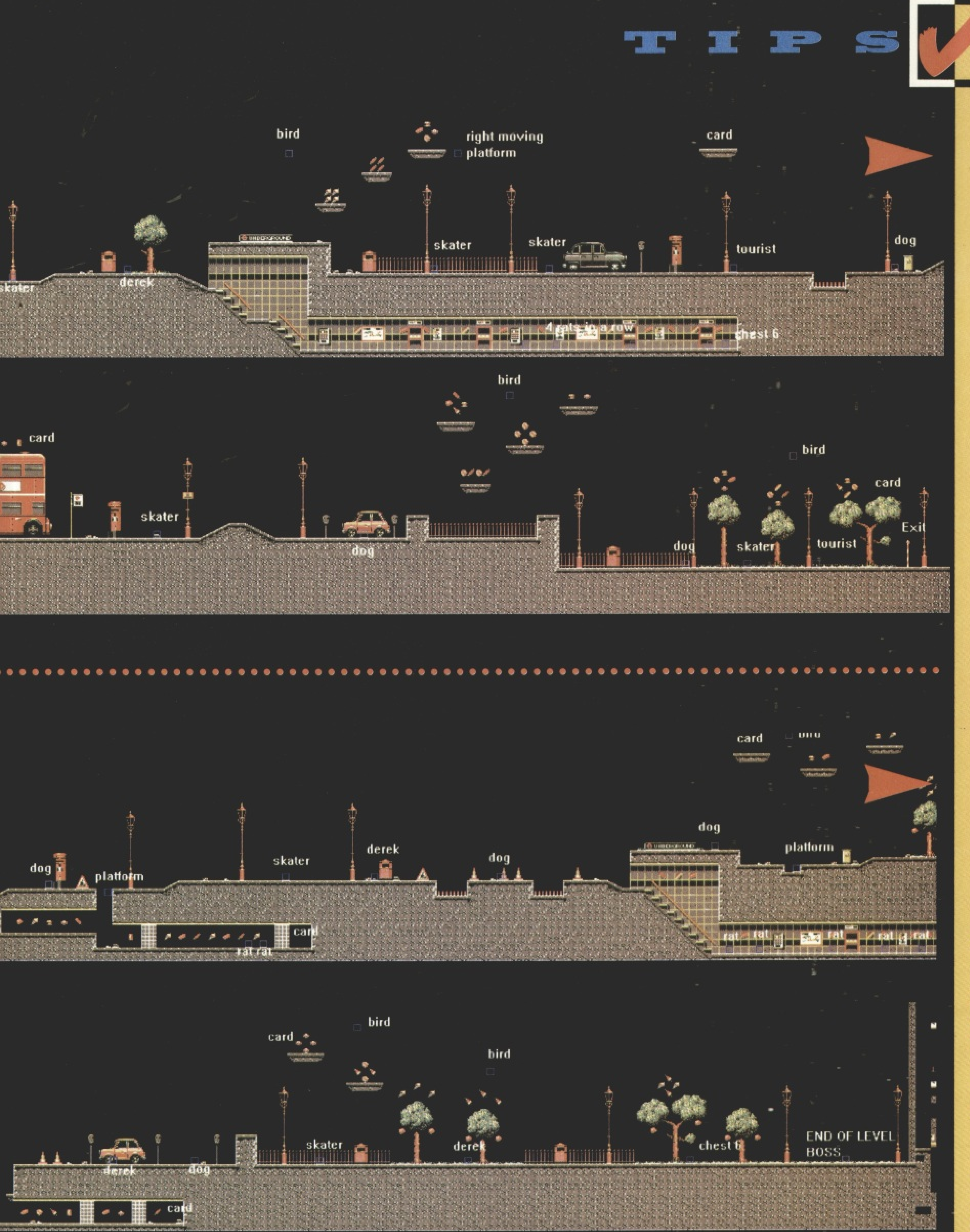
bird
platform
skater
chest 3
platform
derek
card
rat rat

LEVEL 1.6

bird
card
Start
derek
derek
skater

bird
card
skater
skater
skater
rat
dog
derek
rat rat rat rat rat
chest 4

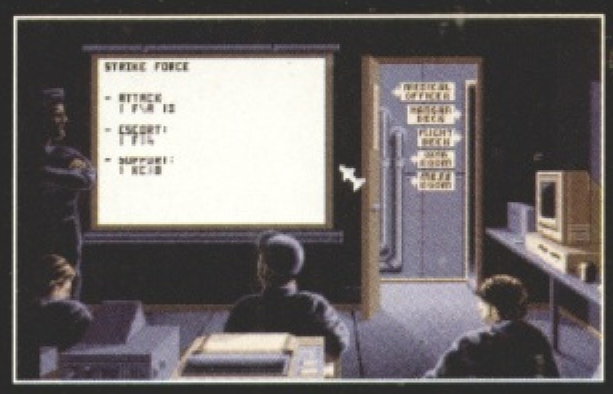
SOCCER KID



bird
right moving
platform
card
skater
derek
skater
skater
tourist
dog
4 rats in a row
chest 6
bird
card
bird
card
skater
dog
dog
skater
tourist
Exit
card
dog
dog
platform
skater
derek
dog
platform
card
rat rat
rat
rat
rat
rat
rat
card
bird
bird
skater
derek
derek
dog
chest 6
END OF LEVEL
BOSS
card

COMBAT AIR PATROL

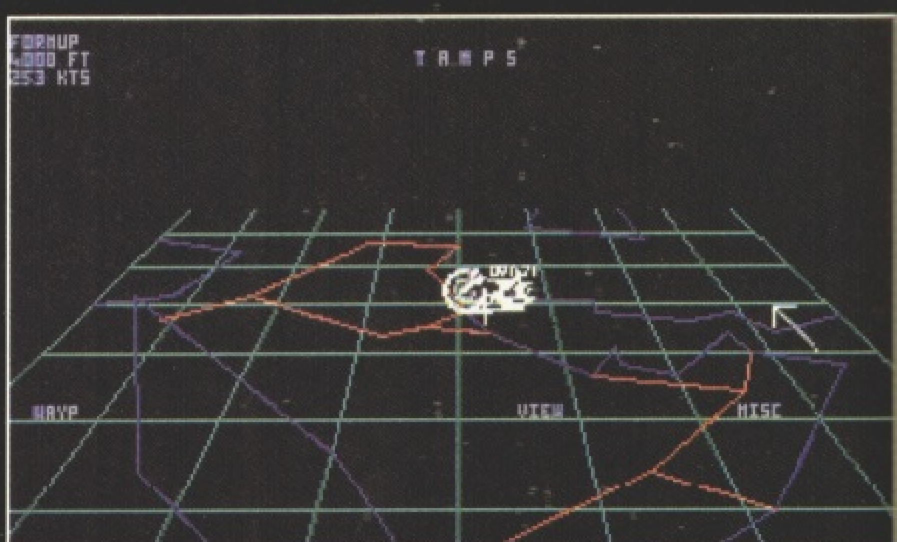
What's that? Psygnosis have finally released Combat Air Patrol. Oh, it's a bit tough is it? Well, here are some hints and tips to help you complete some of those fiendish missions, courtesy of Alan Shevlin and Mark O'Conner at Psyggy.



1 At the start of the campaign, you find yourself sat in the briefing room. Us usual, this gives you all the basic information you need to complete your mission, so note carefully what's said, including interesting little titbits like where the opposition actually are.



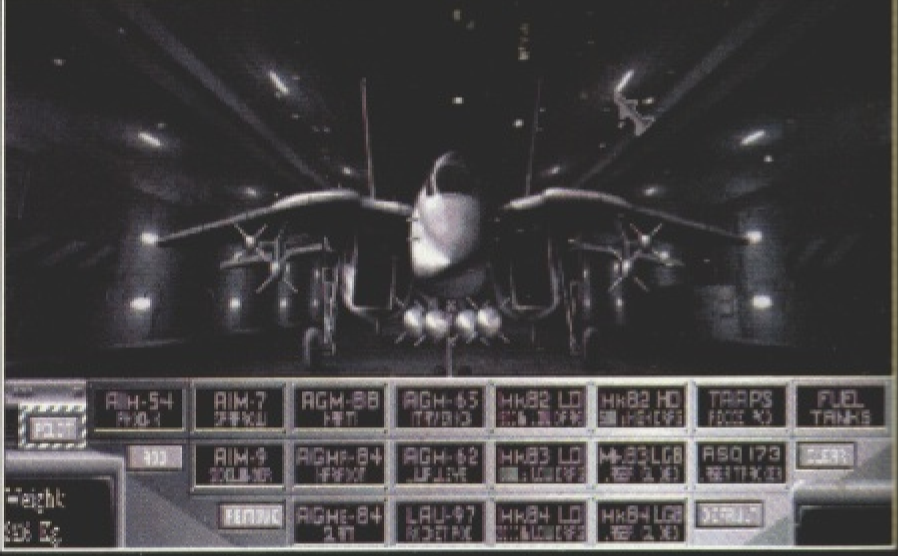
2 Clicking on the printer brings up all the latest weather details. Well, it doesn't really bring them up, it more sort of shows them on screen, but you know what I mean. Once again, note where everything is.



3 Clicking on the monitor shows the TAMPS recon system, which will enable you to see all threats and way points. If you like you can even change your flight pattern here, but who would really want to?



4 If you click on the Map Room, you are shown a map of Iraq and Kuwait. Here you can plan and move all land-based assault troops. You can even launch air strikes and artillery barrages, plus check out the strengths and weaknesses of all units shown on the map, of course.



5 Now go to the hangar deck, where you can tool up your craft with all manner of lovely weapons, or just leave it with the default load. Once you have it all loaded up, click on the pilot to be moved out on to the flight deck. Time to get ready for some action.



6 Time to take a quick scan of the controls before you take off. Press F1 to take the pilots view, and then press both Alt keys to start the engines. Press help four times to power up and you're ready.



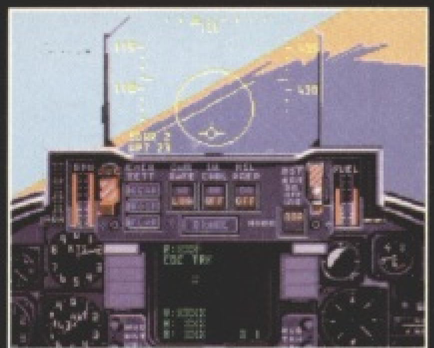
7 Keys 1 and 2 bring up the various Multi Function display modes. Switch through them until you are showing the Radar, and then press shift and R to switch it on. The tab key changes between the various radar modes, so get used to moving through them regularly. When you are ready, press L to launch and you're away.



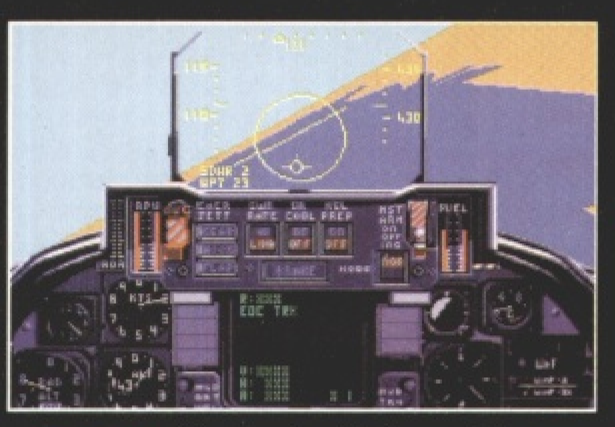
8 Use the waypoints to get to your target, pressing the W key to cycle through them. Move through them in succession, and try not to skip any as they mark out the safest possible route. When you have one selected, check the top of the HUD. The small arrow on the compass shows the direction to the next waypoint, so line yourself up with it.



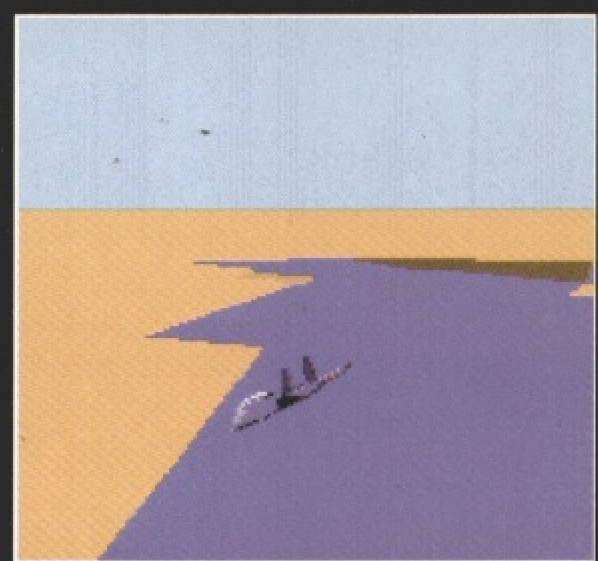
9 When flying, keep a close eye out for enemy aircraft. Should some attack, you should have no trouble dispatching them with a couple of sidewinders, and you can easily get their missiles off your trail with a couple of flares. Watch out for enemy tanks too. One word about fuel - you need to conserve as much as possible, so lower your thrust to about 60% and use the accelerated time to get you to the target.



10 Now we are nearing the target, it's time to switch to full combat mode. Select the appropriate radar mode and weapons set (generally AIR-GROUND) and get the enemy in your sights.



11 All you need to do is fly toward the target evading the AAA fire, and select the Mini rockets. The crosshair on screen should then be aimed at the enemy units, and then fired as quickly as possible. With a little luck, the enemy will be blown away. To use the Mavericks, line up the crosshair with the target you want to attack, and press the space bar to lock the target. To unlock the target, press the spacebar again. These self-guiding missiles are the easiest way to take out ground targets.



12 If you aren't quick enough taking out the enemy, your wingmen will step in and steal the glory. Typical - you do all the groundwork and they get the fame. Still, at some point the enemy will be destroyed and you can make your way to the last waypoint - home!



13 Switch on the carrier radar, lower the arrestor hook and the landing gear. Turn on the ILS and then get ready to land. Decrease your speed to around 30 to 40RPM and slowly guide the aircraft down. When landing, you have to connect with the line of cable lying across the carrier deck or you won't stop. Now add the brakes and cut the engines, and you've finished the mission! Go grab a mug of tea from the flight canteen.





HOOK

You know when they say 'Another chance to see...' on the telly? Well The Hit Squad have just given you 'Another chance to play...' Hook. What else could we do but give you 'Another chance to solve...'?

How many games give you the chance to be Robin Williams? The Mork and Mindy conversions? The Dead Poets Society game? Simulating this comic's antics would be quite a daunting prospect at the best of times (just try telling as many jokes as he does in one minute - and make them funny!), but Hook, however, puts you right in the man's shoes, as well as his green leotard. With the game just coming back on budget it's time to sprinkle the magic dust and pull a complete solution from out of our hats. Are we brilliant or what? (Don't answer that.)



Starting your quest in Pirate's Square, your first aim is to get suitable pirate clothing to blend in with the locals. Take a wander along Mugger's Alley and find Dr Chop's dentistry. Take the rollerblind from the window and ask the Doc about gaining money and clothing. Subject yourself to the doc's dentistry ways and let him pull two of your gold teeth.

Next stop is Jolliest Roger's Place. Ask the manager a few questions, concentrating on Hook, the war and how best to get the hat. Leave Roger's and walk behind Pirate's Square to where Mrs Smeedle keeps her washing. Grab the pole and the anchor and take a look at the jacket. Then make your way back to Pirate's Square.

From the Square head towards the Pier and pick up the rope that's lying around. Use the rope on the anchor and go to the Crossed Swords. From there take the two cups from the tables and leave. Make your way towards the Bait and Tackle and take the cup you find there. Head upstairs to the balcony above the Square and get ready for some Indiana Jones-style hijinks. Use the rope and the anchor on the clock and start swinging across the Square. Grab the hat from the passing pirate as you go. Well done Indy.

Knock on Mrs Smeedle's door and then quickly swing back to the balcony while she's busy answering it. Head downstairs and make your way as quickly as possible to Mrs Smeedle's washing line. Use the pole to get the jacket from the line and examine it to find a coin, which you should nick.



Now that you're rich enough, head back to the Jolliest Roger and find Fake Jake. Talk to him and find out if he needs a drink (a safer bet than placing money on Noel Edmonds marrying Mr Blobby). Give the three cups to the bartender and pay him with the three coins. He'll give you three foaming cups of brew in return. Give these to Jake and watch him drink himself under the table. Once he's asleep, nick his trousers(!). Head back to Mrs Smeedle's place and use the rollerblind to gain some privacy while you change into your pirate clobber.



Now you're ready for Hook's ship. Look in the pots to the right to get some more cash and head for the town tailor. Ask her for a metal detector and give her the money in return for a magnet. Head for the beach and go treasure hunting by using the magnet on the large 'X' (despite what a certain Mr Jones would have you believe). Make your way back to Hook's ship and find the Hoff-man himself (I thank you). Now prepare to go diving.

Take a look at the pulley base and the big shell. Use the pole on the ropes and use the shell to haul yourself up towards the look-out point. From here, go right to enter the Neverforest (that's never a forest). Maze time folks, follow these directions to escape: Right, right, right, up, right, up, left, left, left, left, up, right, right. After you've been trapped, enter the tree.

Go to the round pond and have a chat with Tinkerbell about everything (you'll be amazed how much she knows about Bird's Angel Delight).Head for the slingshot and chat to Ace about everything (the tales of how molten lava is formed will be the talk of any dinner party). Go to the workshop and pick up the arrow. Now head towards the jogging area and do a Jane Fonda. Use the exercise equipment three times to tone up that body. That's right, can you feel the muscles tightening?

Now go to the Avenger and take the net. Examine it and head for the Four Seasons (thankfully devoid of any Nigel Kennedys) to get some dead wood. Use this with the string and take the flower. Go to the chicken and use the conchshell on it. Grab the eggs while she's startled and return to the workshop. Give the eggs to the boy and go back to the round pond. Give the flower to Tinkerbell (ahh) then take the branch from the tree.

Walk to the slingshot then use the strong elastic on the broken strap. Use the branch with the string.



Return to the workshop and use the bow with the panpipes. Take the pipes and head towards the cliffside. Use yourself on the far corner of the fence. Keep doing this (about three times in total) then ask Thudbutt what he thought about your antics. Go back to the slingshot and use it on yourself. Ask Thudbutt what his happy thoughts are then go to the dining area and have a chat with Rufio. Say "Oh Rufio".

Go to the round pond again and walk towards the middle of the screen to enter the Nevertree (that's never a tree). Talk to Tinkerbell then examine the bed, the chair and the fireplace. Talk again with Tinkerbell and your memories of long-forgotten but better times should come flooding back.

Now that you regained your faith and discovered the truth about Peter Pan it's time to go after the nefarious Hook.When the sword fight commences use the following Monkey Island-style taunts:

Peter Pan the Avenger!

Good form James.

Tick-tock-tick-tock, Hook's afraid of a dead old croc!

You kidnapped my kids, Hook. You deserve to die!

Put up your swords. It's Hook or me this time!

Peter Pan the Avenger!

And that, as someone once said when pointing to the letters T, H, A and T in a dictionary, is that. The game is finished. Sit back and enjoy the reward that is the brilliant end sequence.







JURASSIC

I'm really sorry. The last time I mentioned dinosaurs in the the office, I got stoned for being too far out of fashion. Still, here's the complete solution for 'that game' featuring 'those animals'

1. T-Rex Paddock

You start near the wrecked car in the middle of the top of the map. The first thing you'll need to do here is make your way down to the southwest. Here you will come across the motion sensor terminal.

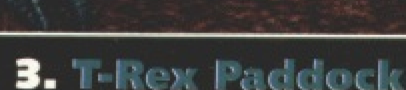
From here, open the bunker door. Yes, it's taking a gamble, but who really cares? Now run for the bunker, which you'll find in the south west corner of the paddock. Go into the bunker and collect the toolbox. Run back to the starting point, and locate the pipe entrance. Now all you need to do is use the toolbox to open the pipe and climb through.

2. Drainage System

Head into the sewer (thank god you can't smell the things around you!) and take the first left you come across. Here, if you scrabble about a bit, you'll find the keycard. Now go to the north west part of the network, where you'll find the crate. At least, you will if you've been following this guide correctly.

Due to its massive weight you can't pick it up, so you'll need to push it into the water and then find Lex in the north east part of the maze. Push the crate over the Lex and she'll get on, being a sensible young thing, and you can now take her back to the starting point and climb back out into the Rex paddock.





3. T-Rex Paddock

For this part you need to hunt around a bit. Tim is hiding out here somewhere, but in a random location unfortunately. Once you've found him, head for the north east corner of the paddock and you'll find a gate. With the keycard, Tim and Lex you can just walk through to the next section.

4. Triceratops Paddock

When you enter this section, you'll see that the kids have vanished. Don't worry about them for now. Just head for the fence in the north west, and you'll find a break in the railings. Along the way, collect as much fruit as you can. When you get to the paddock, enter and head north where you'll see the entrance to a long channel. Enter it and run south. Grant will automatically drop the fruit which will slow down the Triceratops. When you leave the channel, head east and drop into the enclosure you find.

To slow down the big triceratops, stand by a wall until it charges, and then step out of the way. When the wall collapses, run south and west to collect a keycard. Use it to enter the bunker in the north east corner.

5. Access Tunnel

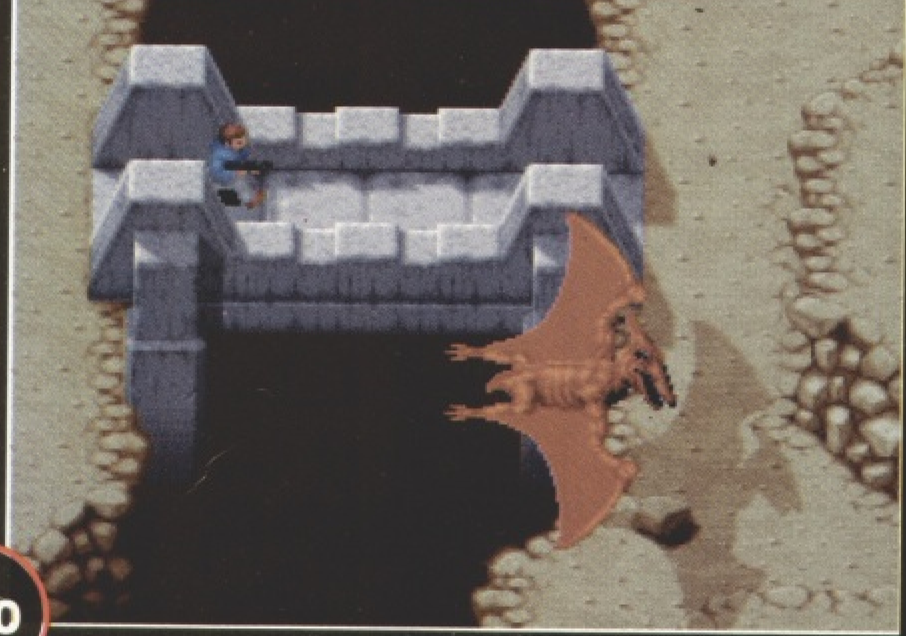
One of the 3D sections to the game. All you need to do is get to the other side.

6. Stegosaurus Paddock

This one is quite an easy one, at least to describe. Head north, climbing over the boulders to get up and down the cliffs. If you look you'll find the kids on a bridge in the northwest area of the paddock. Collect them and head west past the bridge to find the exit.

7. Gallimimus Paddock

If you head southwest, you'll come to a barrel perched on the edge of a cliff. Now what would you do in real life in this kind of situation? Push the barrel off the edge, obviously. Now go north to the bunker. Here the kids will get







PARK

scared by the stampede and lock themselves in. You can now head west into the stampede, and come out by going south to an east/west channel. Drop into the channel and run east collecting as many distress flares as you can. Use these to distract the T-Rex as you run east.

Cross the small ditch by jumping onto the broken barrel next to it, and then throw a flare into the ditch. The barrel will catch fire, containing the T-Rex to the other side of the ditch. Now run to the north to collect a keycard, and then open the tunnel door with the card. Wait for the kids, and exit the paddock by heading west.

8. Dilophosaur Paddock

Leave the kids at the main gate, and enter the paddock by going through the hole in the ground under the fence. Go north east and find the motion sensor terminal. From this terminal, open the bunker door. Head south from the



Pterodome and find the bunker. Here ou'll collect a keycard, which you can hen use to enter the Pterodome.

9. Pterodome

n this level you'll need to search under ll the Pterodactyl eggs. Under one of hem you'll come across another one of hose keycard things. With the card, eave by the west exit. There, that vasn't so hard was it?

10. Brachiosaur Paddock

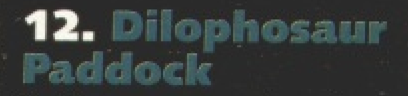
n the northwest corner of this paddock, you'll come to another Motion Sensor terminal. Use this to open the Pterodome door. Now you have to more of that searching malarkey to locate all the missing embryos and Nedry's keycard. With all collected you can go through the door in the fence and back into the Pterodome.



11. Pterodome

Look around the west side of the dome until you find a boulder - it shouldn't be too hard to spot as it's big and grey and has the word 'BOULDER' written on it in 4ft-high neon letters (that last bit is a lie, actually).

Push it over the cliff, and then use it to head north. Somewhere to the north you'll find the special switch that controls the extending bridge over the river. Shoot it to extend the bridge, and then cross the river. Now just leave the Pterodome by the southwest exit, and it's back out into the Dilophosaur paddock.



12. Dilophosaur Paddock

You'll start on a small winding jungle path, like most of the paths you find in a jungle. Follow this to the west until you find the raft floating in the river. Climb onto the raft, carefully, and then untie. The current will carry the raft eastwards, and before you know it, you'll leave the paddock. Phew! No more messing with those spitters!

13. Pterodome

Oh no, not back here again! Oh well, just follow the current for a while, and when you reach the waterfall, jump onto the south bank (before the raft goes over, obviously!). Follow the path to the base of the waterfall, and jump back onto the raft. Now just follow the current back out to the east again.

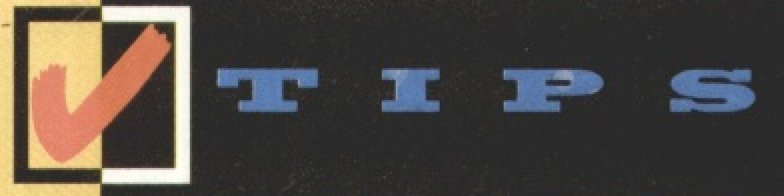
14. Brachiosaur Paddock

Jump off the boat onto the island in the lake. Here you will find another ever so handy terminal, which you can use to open the gate in the fence. Head for the gate, and then exit south west

15. Dilophosaur Paddock

Head to the west, looking for the motion sensor along the way. When you find it, use it to open the gate in the fence. Find the gate, which is a way off the to west, and now you can finally leave the park through the main gates to the north. Now you know where we are, don't be a stranger!





SNIP TIPS

Christmas is coming, the goose is getting fat. Please put a penny in the old... Damn. I knew I'd forget the rest of it. It's probably got something to do with me having loads of tips to remember. Ah well, such is life, I guess. If you fancy sending me some more tip-top tippity tips then for God's sake do - you could win yourself a rather fabby software prize for your troubles. Go on - the address is: The One, 30-32 Farringdon Lane, London EC1R 3AU. Oh, and I'm Mr Tips. Goodnight.

FRONTIER
Gametek

David Braben's galactic epic has generated a tremendous amount of post (99% of which is complimentary, by the way), with many readers scribing in with a tin cheat (or 'bug') they've discovered. In fact, I was quite amazed by the amount of letters addressed to me and had convinced myself that this page would be a doddle to write until I discovered that well over two-thirds of the missives contained the same thing, resulting in me having to do a bit more hard graft than I'd like. Anyway...

What you have to do is this: dock at any spaceport with a passenger on board, enter the shipyard and attempt to purchase a ship which is worth less than your own. You'll be informed that this isn't possible because you have a passenger on board, but the cash you would have got for your spaceship is still added to your bank balance. Repeat this as many times as you like until you've got loads of cash! Brilliant, eh?

URIDIUM 2
Renegade

Andy Brabrook's blummin' smart shoot-'em-up certainly is one of the toughest blasts I've ever come across so I was more than pleased to receive an unnamed tip from someone living in Hessle, North Humberside. Now, this isn't a cheat for the full game, instead a helpful piece of info for our coverdisk demo given away a couple of months back.

Just enter JJ on the scoretable and you'll be rewarded with two Mantas at once, which has got to be tops, hasn't it?

MEAN ARENAS
ICE

This Pacman-ish blaster certainly impressed young Matt Broughton when he reviewed it, but even his games-playing skills don't enable him to get as far into the game as he'd like. Thank goodness, then, for Bob Belinksi from Sheffield who's managed to jot down a few bits of useful info for this smart arcade game. It's a software prize for you, my boy.

Bob reckons that by entering 'CHEAT' on the password screen and starting the game, you'll come across a level indicated by only a question mark. Then, enter the next teleporter you stumble upon and make your way to the next question mark (or, as Bob puts it, "the yacht '?' shaped thing). Do this correctly and everything will be revealed, apparently.

Bob also enclosed a few level codes for the game so you may want to try these for size.

1JKLZOWUYP3XWGVKS4
UIOL35NU3PUVWJQ6C4
JFQKI6JU5P6KWBCJS4
IE2LNC6UYHVWWGFAS4
DSHJ112U3HOEWIE5K4

Unfortunately, youthful Broughton has nicked our office copy so I wasn't able to try these particular cheats, so if they don't work, jot your complaints down on a bit of paper and write to: Bob Belinski, 1 (I don't think that's a good idea, so, er, Snip! - Simon)

HIRED GUNS
Psygnosis

Hey! Fancy infinite energy for all four players? What about infinite ammo on all weapons for all four players? Wouldn't mind having immediate access to every locked door? Wouldn't you just die for no damage to equipment in your backpack whenever you trudge through water? Would you like all your humans to be able to survive under water for as long as you care to leave them there and not be affected by any poisons? And wouldn't you just love to be able to drop any height? Sorry, no can do.

Only joking. Although if it wasn't for Andrew Hamilton from Bexhill on Sea I wouldn't be able to offer you any of the above delights, because it's he who's provided me with this cheat. A software prize will be winging its way to you soon, matey boy.

All you have to do is play the game in un-cheat mode (yeah, so my English is crap) for as long as you want things to remain tough. Then, after you've had enough, simply type in 'AMIGA' during play (the screen should flash blue, by the way) and you'll be rewarded with just about every cheat you could ever possible hope for. And who said this game was tough?

ALIEN BREED 2
Team 17

Er, I'm sorry about this guys and gals, but I have to admit to being a bit rubbish at Team 17's classy sequel. Call me crap at games if you want a smack in the chops, but I was under the impression that Alien Breed 2 was pretty hard. Not so, say our readers - the amount of level codes I've received this month rivals even the volume of Frontier tips I've received.

Still, if there are any of you out there who are having Mr Tips-like problems with this here blaster then these level codes will come in handy, methinks. I think I'll split them over two months to encourage those of you who haven't finished it to actually play the game (God forbid!). Also next month, I'll reveal the various cheat modes. Wait. If you can.

Level One	No code
Level Two	353828
Level Three	108383
Level Four	370101
Level Five	982822
Level Six	847464
Level Seven	737373
Level Eight	928112
Level Nine	287364
Level Ten	193831

WONDER DOG
Core

This smart Mega CD conversion won all our hearts when it was reviewed last month, although getting to the latter stages is just a little bit tough, we reckon. So it's pretty lucky that the game includes a password facility. And it's even better luck that we've got all the passwords. Just input these in the relevant place and Bob's your funny uncle. By the way, I've left out Level six's code on purpose. Because I can.

Level One	No Code
Level Two	Lemonade
Level Three	Pharmacy
Level Four	Ultimate
Level Five	Danielle

ALIEN 3
Virgin

I would normally make baldy gags about Miss Weaver's shining head but seeing as though Simon's in charge at the moment I'd better not for fear of losing my hair.. sorry, job. Anyway, here's a nice little cheat courtesy of a Mr Noel Edmonds (are you serious?) from Upminster (Hurrah! - Matt.) which enables Ripley to skip levels at will.

Simply select hard level and six credits from the option screen and start the game as normal. Then, when you fancy going up a level, press SPACE and N simultaneously. And that, as they say, is that.

KRUSTY'S SUPER FUNHOUSE
Virgin

Another Virgin game which has finally been released, this superb little platformer is the best Simpson licence yet. Hooray, then for these level codes, sent in by Glen Johnson from Halesowen who sent in these, along with a load others. Cheers Glen - you win a software prize for your hard work.

Level One	Nelson
Level Two	Pattie
Level Three	Mrplow
Level Four	Maggie
Level Five	Zachary



GAMES SURGERY

Christmas time. Mistletoe and wine. Children singing Christian rhymes. Bah! Humbug! Just beer and tons of food will do me nicely, so all you little God-botherers can sod off unless you've got some game-related problems. Oh yeah, Merry Christmas. Love, Matt The Medic.

Dear Matt,
Please help me out with MONKEY ISLAND 2. I've got to Dinky Island but I can't get any directions out of the parrot. I've tried all the combinations of conversations, but he won't spill the beans. Help!
Steven Jones,
Bournemouth.

No problem - take the bottle from the shore, the martini glass from the bottom of the still, and the crowbar. Now use the crowbar on the barrel to get a cracker. Polly wanna' cracker? I think so. And while we're on the subject of Monkey 2...

Dear Matt,
On MONKEY ISLAND 2, I can't get up the big tree on Booty Island to get the first map piece. Can you help?
Graeme Geddes,
Scotland

All you need to do at the big tree, is to make a stairway by putting the oar (from Elaine's room at the mansion) into the hole in the tree trunk.

Dear Surgery,
I have just recently purchased FLASHBACK and have just jumped to Level Two. However, now that I'm here, I don't know how to get anywhere else. There's a terribly tempting ledge that I would like to get to - but how?
Stuart Thomson,
East Lothian, Scotland

If you check back in your manual, you'll see how to access the 'big jump', but basically - face the ledge from a fair distance away, hold down fire and, keeping fire pressed, tap the joystick in the direction you want to go. You will now automatically run and make an extra big jump for any nearby platforms. Keep fire pressed down and you'll hold on to the ledge and can pull yourself up. Don't forget to lower yourself down into pits as well, even if it's just for a look around.

Dear Matt,
Is there a way to get extra or infinite lives on MAGIC LAND DIZZY? PLease help.
John Jacks,
Stevenage.

What is it with Dizzy this month? Anyway, just type in 'DIAMOND AND PEARLS' on the title screen and you'll find yourself bestowed with infinite energy!

Dear Mr Medic,
Please help me. You are my only hope. (Why do they all start like that? - Matt.) On level 2 of FLASHBACK I cannot complete the mission where you have to stop the computer terminal from exploding within the time limit. If I don't find out how to do it I'll overdose on Lemsip!
Suicidal,
Glasgow.

Well, Suicidal, the solution to this comes in just taking your time (which I know isn't easy with such a strict time limit) and messing around with your positioning. There are actually three different slots to the terminal, but you only need to move a tiny bit before you move from one to the next. Work across the face of the terminal, using the module. I have to admit that this had me perplexed for ages and ages, but now you know what to do you should have no problems.

Dear Matt,
Help! I've managed to get as far as the Gateroom in LURE OF THE TEMPTRESS, but can't get any further. I've managed to summon Minnow but don't really know what to do next.
Paul Stone,
Peterborough

No problem matey - just follow these simple steps for ultimate success...
When Minnow arrives, TALK to him and TELL him to pull the lever while you operate the winch. After successfully completing that, go back to the passage and go up the steps to be above the Dinning Hall. Go right to the second half of the hall and then up the steps to meet a monster on the drawbridge. He requires thirty hits before he'll die, so it's a good idea to save the game before the fight. After killing the monster, go left and that should be that!

MATT'S SHOW-OFF SHELF

I don't know. You offer people the chance for a bit of fame, the opportunity to see their name in lights (well ink, anyway) and what do you get? Nothing. Yes, you've guessed it - the Show-Off's shelf is looking fairly poor this month, so get your thinking caps on and help these hapless readers out. You never know, I might start giving out software prizes!

MEDICATION REQUIRED

- C. Webb from Essex wants to know how to get infinite lives in QWAK - anyone know?
- Simon Sleeman from Waterlooville wants to know how to wake up Dozy in MAGICLAND DIZZY.
- Nurse Mark Robins wants to know how to open the loose packing case in the warehouse by the river in WAXWORKS - the Jack the Ripper level. Also, what do you do with the address book you steal from the pimp?

FREE PRESCRIPTIONS

- Nurse Mark Robins offers this month's only medication to Nikki Write with this advice for MAGICLAND DIZZY: Give the frog to Prince Charming, use the big stick on the goat at the Troll Bridge, use the duster with the lamp which is found down the well behind the rat (pause for breath), use the bucket of water to free Dylan from the block of ice, and lastly, use the gold cross to keep the vampire at bay in the ice castle crypt. He also says that you can't get past the volcano until you've freed all your friends.

THE SURGERY IS NOW CLOSED (FOR CHRISTMAS)

The end of another year and the surgery gets ready to welcome 1994. If you'd like to appear in the next issue, get your problems into me at: Matt The Medic, Games Surgery, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Please don't send SAEs or phone because I can't answer your queries personally and I'll probably be too drunk to speak anyway.

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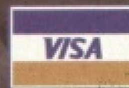


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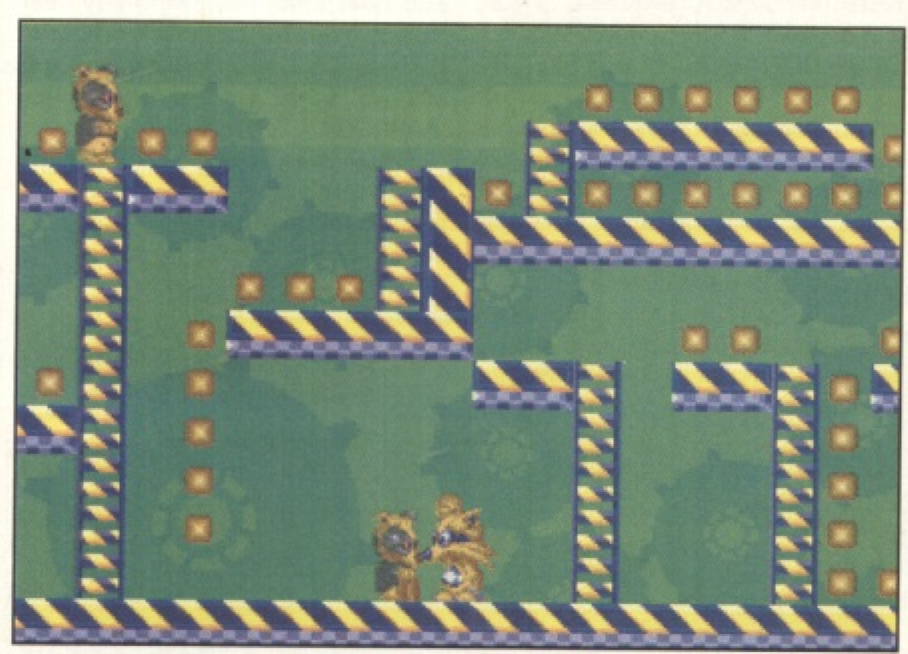






Matt Broughton believes that Christmas is all about giving, not receiving. This statement is, of course, pure fiction - so enjoy two full pages of PD while he goes to rob some small children of their Batman figures.





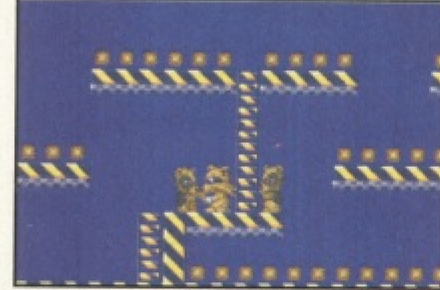
KLAWZ 17 Bit Software,
Disk 2800

Whenever I see a title like this, I know I'm in for an hour long struggle as I try to convince the spell checker to let it through. Yes, this year's English entry for the 'Montreal Rose, silliest spelling award' comes from a PD game that gives a good indication of just how desperate game producers are as far as original game titles go. The plot doesn't exactly break any new boundaries, either.

Hey! guess what's happened to Klawz's girlfriend - yes, she's been kidnapped (applause). Hey! Guess who's got to rescue her using only their wits and a large wooden club - yes, you (no, surely not). Well that's the plot out of the way, and jolly sad it was too. Yes, the evil Billy Bender (?) has taken a fancy to your lady and whisked her away to 'I don't know where', and now you must travel through five worlds in an attempt to get her back (not to mention her front and most of her major organs).

Just to add insult to injury, the gameplay doesn't even seem to relate to the 'plot' and takes on a standard ladders and platforms approach, with you needing to collect tons of small squares in order to progress to the next world. Billy Bender is almost as nasty as his name and has left a number of Robo-dogs to get in your way, and then, once they've been in your way for a bit, to kick you in.

If you've got good timing you can stun the Robo-dogs with your big



stick and then scarper while the going's good, but it's a better policy to just keep hiding until they utilise their incredible artificial intelligence and run off in the opposite direction.

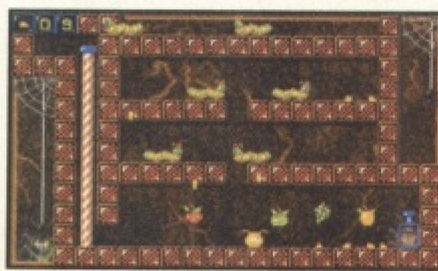
Icons are there for the picking, and bestow Klawz with the normal toys such as invincibility, shields, and more sausages (the last one's a lie).

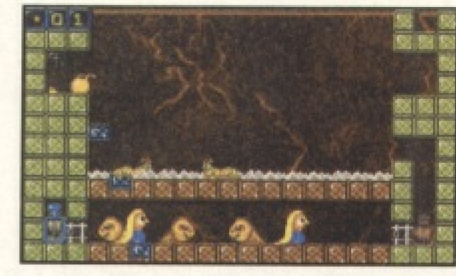
Things seem to run at a speed that, while not being incredibly fast, still doesn't seem quite right, and there's not much in the way of variety to be quite honest. But it's a fairly polished game and may appeal to platform cheapo hunters.

OVERALL 50%

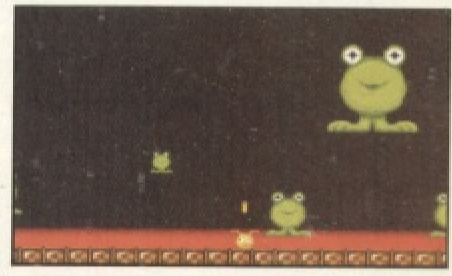
BEETLE 17 Bit Software,
Disk 2803

WOW! As much as I enjoy sifting through the numerous disks of PD that I receive, there is a bit of an 'Oh great. More Invader/Galaxian/Pacman/Tetris etc, etc,' feeling that descends over you after a while, so it is with great pleasure that I present to you this completely brilliant PD diamond. (If we had the time and money, this game would have a small icon next to it on the page that looked like a diamond, but somehow cleverly included the letters 'PD'. Never mind. I hope you don't mind imagining it for now).





You are a happy, jumping beetle and have to rescue the hapless grubs that have escaped and wandered off in a bit of a daft fashion. To start with this is a simple matter that involves negotiating the usual platform game obstacles such as leaping fiery pits, and avoiding crumbling platforms etc, while collecting fruit and, of course, the tiny grubs who will gratefully leap off the top of the screen when you bump into them.



Once you get to about level five (out of 200, I might add), things start to hot up as more baddies start to join you and not only get in your way, but also start to chase you. You can collect swords and dispatch the nasties, but this can work against you as you realise that quite often you actually need the bad guys to get past certain obstacles. For instance, one particular type of baddie can swim in acid (which you cannot) and you'll need to leave him alone so that you can use him as a convenient stepping stone. This can cause its own problems, though, as most baddies will die once you've jumped on their heads a few times, so you need to display a fair amount of timing and control or you'll murder your saviour (ironic or what?)

The baddies come in all shapes and sizes, and range from caterpillars to wandering woman to well, sort of blobby things, really, and all have different ways to hinder you. Nasty bits of scenery are in plentiful supply with things such as gas jets and spikes, while doors must be strategically left open or closed to persuade the baddies to go where you want them.

The game's presentation is better than most of the full-price releases we see from day to day, and includes a number of excellent touches that take the game into the Amiga's Premier league. There's a little fruit machine between each level, and a number of sub-games ranging from Frogger to Pang (which would have done well as PD games on their own) keep things moving all the time.

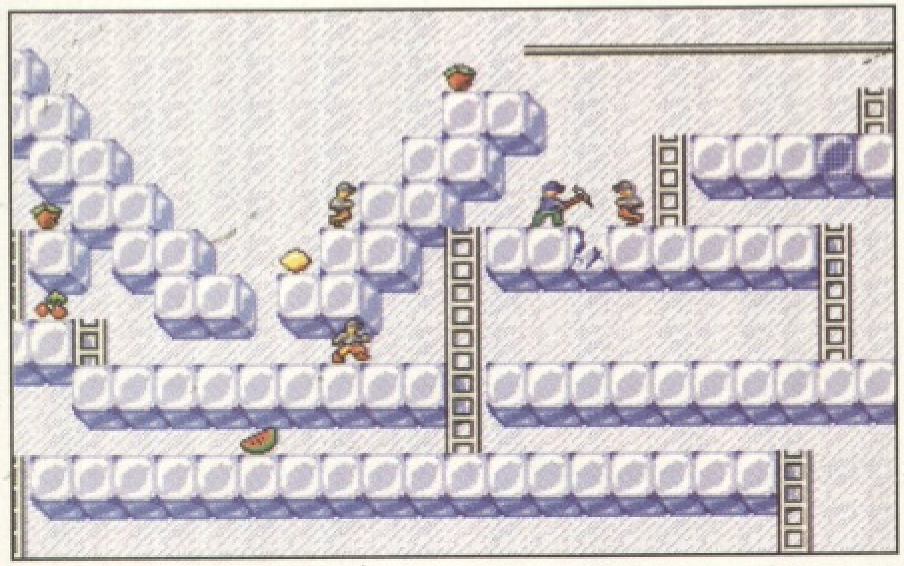
This is just simply brilliant, and I'm absolutely gobsmacked that a company hasn't bought this as a budget game. Of course, you lucky devils have got it free on your cover disk.

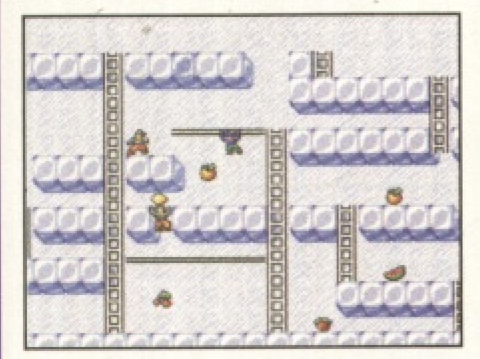
OVERALL 96%

ICE RUNNER Magnetic Fields,
Disk GA141

Another contender for the 'simplicity itself' award this month, Ice Runner is reminiscent of a number of oldies, most notably Panic Attack (dig holes, fill holes) and Lode Runner (er... yeah).

You are Badly Drawn Man who must collect all the fruit that's been scattered around a number of icy platforms, avoiding the other Similarly Badly Drawn Men. You have no weapons as such, but posses a spade which can

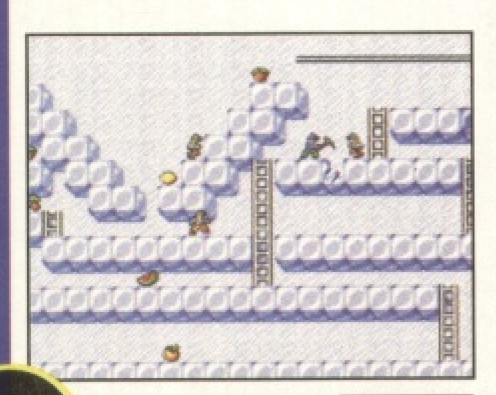




dig through the platforms leaving unhealthy holes for anyone who's stupid enough to fall into them. Fortunately, the other chaps are stupid enough to fall into them, and will become stuck in the hole leaving you to walk across there heads while they struggle to get back out. Although falling into these holes isn't fatal for the bad guys, the opening will ice over after a while, and anyone unlucky enough to be in a hole at the time will get to play Demolition Man (just in case you're not familiar with the film, that's my semi-clever way of saying that they'll freeze). You fall straight through any holes created, so you can actually use this as a quick means of escape as well as a form of defence/offence.

Once you've collect all the fruit on the screen, a ladder will appear giving access to the next level and by ascending it you can attempt the next, harder screen.

The game's a little slow and a touch primitive, but at the end of the day it's not a complete waste of time. Why hasn't anyone done a full copy of Panic Attack yet? I'm waiting, you know.



OVERALL 52%

PARTICLE MAN Fortiss PD,
Disk 753

They don't come much more simple than this, but Particle man looks and sounds so professional I just had to give it a spot in PD Zone. There's (thankfully) no silly plot to be digested here, and the game's objective is about as straightforward as, well, something that's jolly straightforward, I can tell you.

You're Particle Man (but I wouldn't be all that surprised if someone came up to you in the street and said "Excuse me but aren't you Putty?") and have been charged with the task of clearing a number of levels full of dangerous time bombs. These bombs will appear on-screen in random positions and begin their slow countdown, leaving you to use your special absorbing abilities to collect



one bomb at a time and then drop them down one of the on-screen portals. Once you've picked up a bomb, its timer will stop, and should you drop the bomb again anywhere other than the portal, the timer will restart. If a bomb goes off, you will lose an amount of your overall energy.

Weird and wonderful creatures roam the different mazes and drop more bombs for you to dispose of until the required amount (shown at the bottom of each screen) have been cleared. Walk into one of these and you will lose a life instantly so, need I say, it's a good idea to not walk into them!

And that's it really - I did say it was simple didn't I. Particle Man is very charming, doesn't try to be too clever for its own good and serves as an excellent little time waster.

OVERALL 87%

INTENSE Fortiss PD, Assassin
Disk 143

Alien Breed 3 this isn't, but at least they made the effort. Intense is a simple but polished shoot-'em-up featuring more than just a slight resemblance to Alien Breed.

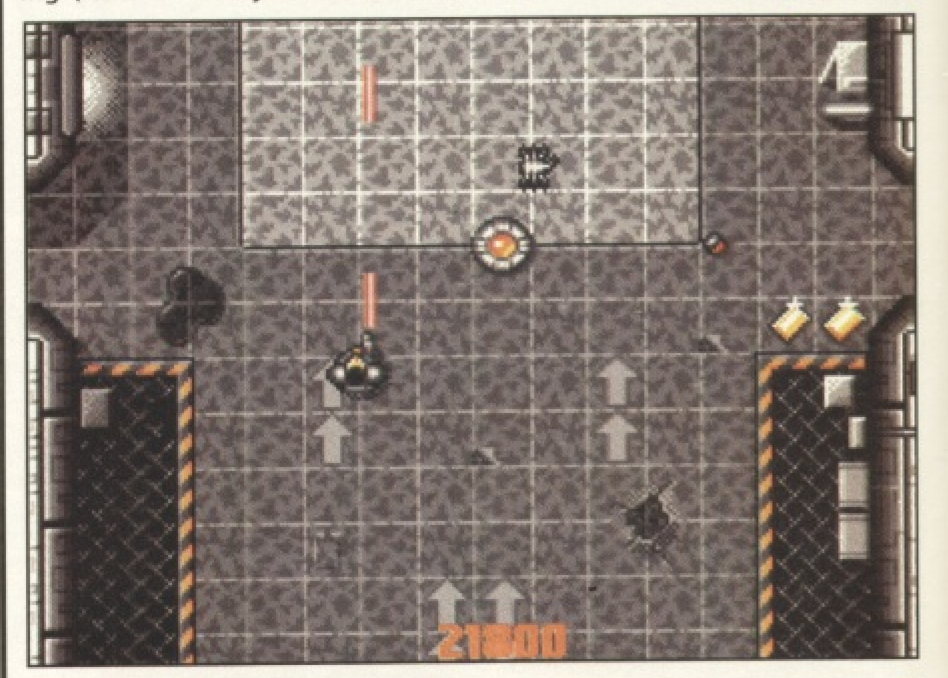
You walk up the screen, which is viewed from above, and have the basic task of getting as far as you can without being shot or being touched by the aliens that roam around. You have a trusty laser that will take out most aliens with one shot, but unlike AB, you have no energy levels - you're either dead or alive.

To start with, the Aliens just shamble down the screen towards you, but once you've entered the building (level 2 - really Breed-ish) the aliens start to shoot at you, while others lay mines and little scuttling crab-like things cause you problems (probably trying to lay eggs in your throat or something). Extra lives are left hither and tither and can be collected along with bars of gold that add to your score.

The graphics and sounds are sharp and clear, and have definitely been pulled from AB, especially most of the samples - when you die, you spin around with an ever-so-familiar 'AARRGG!'

Other than that, it's all straight forward and fairly undemanding, but is an attractive little game with a fair bit of fun on offer.

OVERALL 65%



HO HO HO!

If you fancy a special kind of Christmas pressy - the sort that you pay for yourself - then look no further! Just send some Earth money to:

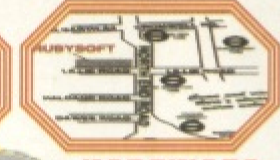
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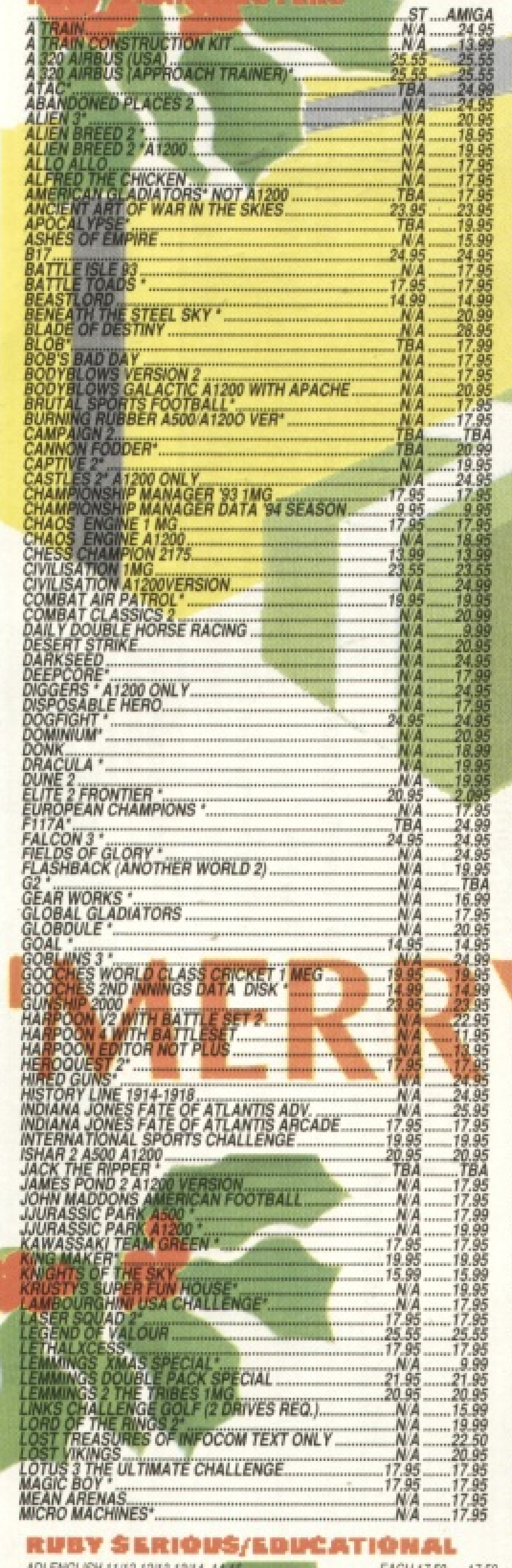
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Teach a child to read

Go for a run around the block

Have a day without TV

Ring 071 700 3100 and tell London something it needs to know

Buy a book on Jeff Koons

Tune your radio to Kiss and pull the knob off

Read a page from a book by Charles Dickens

Play football in the street

Stare at the clouds for a full ten minutes

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Make a statement

Tell someone a secret

Write the alphabet backwards

Visit Great Ormond Street Hospital

Order an empty skip and leave it outside your house for a week

Begin something you've always wanted to begin

Meet an old friend you haven't seen for years

Go to the market and spend 10p

Learn something new every day

Talk to a child about the future

Make a record

Help someone today

Throw away your watch

Think purple

Dance the dance electric

Wear a wig

Laugh

Wallpaper the inside of your car

Plant a tree

Make everyone at work a cup of tea

Take a picture of your back

Go on holiday and don't take any luggage

Phone someone you love

Take a friend to the zoo

BACK ISSUES











MAY 1992 - SOLD OUT!

JUNE 1992 - SOLD OUT!

JULY 1992
ON THE DISKS! Playable demos of Red Zone and Galactic plus FIVE complete PD games: Battlements, Dragon Tiles, MegaTron, Omega Race and Hollywood Trivia!
WIPPED! Lotus 3, Wing Commander and The Carl Lewis Challenge!
REVIEWED! Lure of the Temptress, Monkey Island 2, Ishar, Striker, Championship Manager and many more!
TIPPED! Player's guides to Parasol Stars, Epic, John Madden Football and Eye of the Beholder 2!
PLUS! The One games challenge! Free Dune poster!

AUGUST 1992 - SOLD OUT!

SEPTEMBER 1992
ON THE DISKS! Playable demos of Premiere, Tiny Skweeks and Match of the Day, Flashback preview and three PD games: War, Nebula and Croak!
WIPPED! Second Samurai, Flashback and more on Frontier: Elite 2!
REVIEWED! Premiere, MegaTraveller 2, Guy Spy, Fascination, Shadow of the Best 3 and many more!
TIPPED! Player's guides to Graham Taylor, Civilization and Fire & Ice (pt 2) and the on-going solution to Monkey Island 2!

OCTOBER 1992
ON THE DISKS! Three disks this month, containing playable demos of Assassin, KGB and Fireforce plus 2 PD games: Cybernetix and Sub Attack!
WIPPED! The Chaos Engine, Legends Of Valour and the final instalment of Frontier: Elite 2!
REVIEWED! Putty, The Humans, Aquatic Games, Lotus 3, Zool, Troddlers and many more!
TIPPED! Player's guides to Dune and Lure of the Temptress, the start of a complete solution to Eye of the Beholder 2 and the last part of the Monkey Island 2 solution!
PLUS! Those end-game sequences revealed! Westwood Studios interviewed!

NOVEMBER 1992
ON THE DISKS! Playable demos of The Chaos Engine and Lionheart plus five PD games: Revolution, Bridge Ball, Flag Catcher, Biplanes and Tank Attack!
WIPPED! Street Fighter 2, Gunship 2000, Darkmere and Desert Strike!
REVIEWED! Wing Commander, Shadoworlds, Road Rash, Curse of Enchantia, Legend of Kyrandia, Assassin and many more!
TIPPED! Complete solution to Hook and the second part of the Eye of the Beholder solution!
PLUS! Sensible Software interviewed!

DECEMBER 1992
ON THE DISKS! Playable demos of Sensible Soccer V1.1, No Second Prize, McDonalds Land and Creatures plus a preview of Street Fighter 2!
WIPPED! Superfrog, Star Trek and WWF 2!
REVIEWED! Legends of Valour, No Second Prize, McDonalds Land, BC Kid, Nigel Mansell, Lethal Weapon and many more!
TIPPED! Player's guides to Zool, Putty and Wizkid plus the last part of the Eye of the Beholder 2 solution!
PLUS! The A1200 revealed! Richard 'Mr Music' Joseph interviewed!

JANUARY 1993
ON THE DISKS! Psycho Game - a complete game specially written for The One by Bullfrog - along with playable demos of Gunship 2000 and Dalek Attack plus a preview of Archer Maclean's Pool!
WIPPED! Microcosm and Dracula on CD, Dune 2 and Superhero!
REVIEWED! Indy IV graphic adventure, Street Fighter 2, Cool World, KGB, Waxworks and many more!
TIPPED! Player's guides to Assassin and Wing Commander, the start of a complete Legend of Kyrandia solution and a complete solution to Dizzy: Prince of the Yolkfolk!
PLUS! 1993 previewed! The One awards! Stunning Dave Gibbons cover!

Being a person of discerning taste you are no doubt a regular reader of The One, the bible of all that's tops in the heady world of Amiga games. But even so there may well be embarrassing gaps in your collection. Maybe you didn't start reading The One until recently, or perhaps you didn't start reading at all until recently or maybe the newsagent simply ran out of stock - in which case why didn't you place an order?
Whatever, here's your chance to fill in those gaping voids in your magazine-related life. Below you'll find listed all those lovely issues of The One stretching back to May of last year, complete with detailed descriptions of their contents. Be warned that many of them have sold out - we're just so damn popular!
To order simply fill in the coupon below, write out a cheque/postal order for the required amount and send it to: The One Back Issues Dept, Tower Publishing, Sovereign Place, Lathkill Street, Market Harborough LE16 9EF.

FEBRUARY 1993
ON THE DISKS! Playable demos of Darkseed, Universal Monsters and Superhero!
WIPPED! Space Hulk, Chuck Rock 2 and Ambermoon!
REVIEWED! The Chaos Engine, Dragon's Lair 3, WWF 2, Darkseed, Sleepwalker and many more!
TIPPED! Player's guides to Street Fighter 2, Sensisoccer V1.1, Sabre Team and Fireforce plus the on-going Kyrandia solution!
PLUS! Commodore's ex-boss Kelly Sumner interviewed!

MARCH 1993
ON THE DISKS! Playable demos of Superfrog, Flashback, Prime Mover and Woody's World, plus a complete PD game: Oblivion!
WIPPED! Liberation: Captive 2, Woody's World, Ishar 2, Blastar and amny more!
REVIEWED! Body Blows, Lionheart, Flashback, Transarctica, Walker, Lemmings 2 and many more!
TIPPED! Player's guide to Legends of Valour, complete solutions to Indy IV adventure and Future Wars and the last part of the Kyrandia solution!
PLUS! Ten good reasons to buy an A1200 now! Dino Dini interviewed!

APRIL 1993
ON THE DISKS! Playable demos of FA Premier League (collector's item!), Abandone Places 2 and Beavers, plus two PD games: Transplant and PacMan Deluxe!
WIPPED! Batman Returns, Cyberspace, James Pond 3, The Lost Vikings and many more!
REVIEWED! Superfrog, Arabian Nights, Chuck Rock 2, Abandoned Places 2, Desert Strike and many more!
TIPPED! Complete solutions to Darkseed, Dragon's Lair 3 and Indy III, plus the start of player's guides to KGB and Bill's Tomato Game!
PLUS! X-Wing on Amiga revealed (but it's actually an April Fool's joke).

MAY 1993 - SOLD OUT!

JUNE 1993
ON THE DISKS! Blaster!, a specially-written full game for The One, plus a playable demo of Nippon Safes and two complete PD games: Alien Bash and Tractor Beam!
WIPPED! Bubba 'n' Stix, Realms of Darkness, Innocent Until Caught, Maelstrom and many more!
REVIEWED! Goal!, Super Cauldron, Ancient Art of War in the Skies, Legend 2, The Lost Vikings and many more!
TIPPED! Player's guide to Lionheart and Chuck Rock 2 plus the completion of the solutions to KGB and Chaos Engine!
PLUS! We tell you how to get into the software business!

JULY 1993 - SOLD OUT!

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AUGUST 1993
ON THE DISKS! Trex Warrior, a full game from Thalion written specially for The One, plus a playable demo of Ishar 2 and Snakes and a complete PD game: Wibble World Giddy!
WIPPED! Total Carnage, TFX, Beneath the Steel Sky, Utopia 2, Brutal Sports Football and many more!
REVIEWED! Deep Core, Sim Life, Whale's Voyage, 1869, Battle Isle '93 and many more!
TIPPED! Player's guide to Dune 2, Gunship 2000 and Reach for the Skies, the Abandoned Places 2 complete solution continues while the World Of Legend solution starts!
PLUS! The CD32 is unveiled! Arnie's raw deal!

SEPTEMBER 1993
ON THE DISKS! Playable demos of Overdrive, Bubba 'n' Stix, F117a Stealth Fighter, Deep Core and Suburban Commando!
WIPPED! Last Action Hero, Micro Machines, Alfred Chicken, Theatre of Death, Seek & Destroy, Oscar and many more!
REVIEWED! Soccer Kid, Hired Guns, Diggers, Premier Manager 2, Yo! Joe!, Blob, The Patrician and many more!
TIPPED! Complete player's guide to Syndicate and War in the Gulf, a complete solution to Transarctica, the start of the Ishar 2 solution, the ongoing Abandoned PLaces 2 and Worlds of Legend sagas!
PLUS! More CD32 info!

OCTOBER 1993
ON THE DISKS!Playable demos of Space Hulk, Alfred Chicken and Burning Rubber!
WIPPED! Mortal Kombat, Dreamweb, Elfmania, Evolution, Wonder Dig, F1 and many more!
REVIEWED! Space Hulk, Jurassic Park, Overkill, Micro Machines, Alfred Chicken, Blastar, Disposable Hero, Burning Rubber and many more!
TIPPED! Complete players' guide to Diggers, Beastlord, Wibble World Giddy, The Patrician, Goal! and more of the Ishar 2 and Worlds of Legend solutions!
PLUS! It's ECTS time again.

NOVEMBER 1993
ON THE DISKS! 3 Disks again, featuring playable demos of Uridium 2, Hero Quest 2 and Seek and Destroy, along with two complete PD games - Zombie Apocalypse and Project Buzzbar.
WIPPED! Body Blows Galactic, King's Quest VI, Rally, Rise of the Robots, Seventh Sword of Mendor and many more!
REVIEWED! Brutal Sports Football, Cardiaxx, Donk, Frontier: Elite 2, Qwak and many more!
TIPPED! Hired Guns, Alfred Chicken (part one), Space Hulk (part one), Ishar 2 (part three) and many more!
PLUS! The programmers talk to us! DMA Talk to us! FInd out how we make The One!

DECEMBER 1993
ON THE DISKS!Playable demos Alien Breed 2, Brian the Lion and Bob's Bad Day!
WIPPED! Heimdall 2, Reunion, Theme Park and many more!
REVIEWED! Cyberpunks, F117A STealth Fighter, Cannon Fodder, Alien Breed 2, Body Blows Galactic, Liberation, Magic Boy, Perihelion, The Settlers and many, many more!
TIPPED! The end of the Ishar 2 solution! Body Blows Galactic, Alien Breed 2, Space Hulk (part 2), MASSIVE Frontier players' guide, the complete solution to The Secret of Monkey Island and many more!
PLUS! Find out how they make Games World Live! as we spend a day with them!

JANUARY 1994
On the disks! A complete game by Stavros Fasoulas, Zool 2 and Beetle (A1200 only)
(Er, that's this issue - Ed.) Oh.

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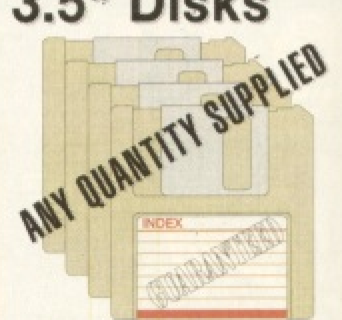


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WHERE ARE YOU... COMMODORE?

Yes, we know that this part of the magazine usually covers games which have been lost in development, but we'd like to know where Commodore stand with regards to their plans for next year and their thoughts on '93. Simon Byron discusses life, the universe and everything with Commodore's MD David Pleasance

Ahh, Commodore. The makers of the machine we hold so dear to our hearts and, more importantly, the makers of the machine that keeps us here at The One in gainful employment.

1993 has been a particularly turbulent time for them: rumours about going bust, rumours about whether or not they were working on a CD-based Amiga and then whether or not it would succeed, rumours about the hasty departure of Kelly Sumner, rumours about Nintendo's interest in them... I'm only surprised the amount of gossip surrounding the firm didn't catch the attention of Piers Morgan.

Seeing as how a new year beckons, we decided to ask David Pleasance, Commodore's joint Managing Director, a few questions. The first of which is how was 1993 for Commodore?

"From our point of view it's still not over yet," states David (and it might be worth pointing out that this interview was conducted towards the tail-end of November). "We've still got a few weeks left but I'd say that notwithstanding our corporate position, the last six months have been particularly good for us.

"We haven't sold the 600 since March, so that's a deleted product as far as we're concerned, but the A1200, since its repricing, has been selling particularly well - we had a very successful summer, which is unheard of in the computer industry. I would say that in the six months to Christmas we will have sold something around 160,000 A1200s, which is considerably more than I forecast.

"The CD32 is looking like it will live up to our expectations but it's selling a little slower than we anticipated, which I think is down to the kind of product that it is. A games console is unlike a computer in so much as they don't tend to sell that well throughout the year, instead they have quiet periods followed by peaks at times such as Christmas. However, my market research tells me that the CD32 is outselling the Mega CD by about three or four to one. I'm very pleased - by the end of the year I'm quietly confident that we will have sold 110,000 CD32s."

Thankfully, software support for the machine has begun to snowball - something David is particularly happy with, considering the amount of time the machine has been on-sale and the secrecy that surrounded its development.

"By virtue of our absolute need to keep CD32 secret from our competitors, we put ourselves in a situation where we only let a handful of developers know the machine was coming. Subsequently we are suffering from the fact that very few developers have had time


The A1200, Commodore's base machine for the future.


The A4000. There will be nothing between this and an A1200 in the foreseeable future.



The short-lived A600. May it rest in peace.



The machine that Commodore's hopes rest on - the CD32.

to do anything. Bearing in mind what I've just said, our honesty in terms of telling the world about our financial position earlier on in the year worked against us because some developers decided to sit back and wait and see what happened.

"So I think there was a reticence on the part of some developers to endeavour putting resources into something they weren't sure was going to be around. Most importantly, nobody believed that we were going to put it out on time, when we actually managed to get it out early.

"Having said all of those things, there are only one or two major developers in the entire computer industry that are not writing for and supporting the format. So that is very encouraging. I still believe that we will have between 50 and 70 titles on the shelves by December 15th, which, when you consider that the Mega CD has only got twelve titles at the moment, is very impressive."

David admits that the machine may have suffered because of the Amiga branding, especially when you consider that up until the advent of Microcosm and Liberation most of the machine's games were virtually direct ports of the A1200 versions.

"We all know it takes any development team around eight or nine months to produce good floppy games, but to produce a game which uses all the attributes of a CD-based machine obviously takes a lot longer. The CD32 was conceptually designed and produced within eight months and has only been on the market for two months. It is impossible to have a software which makes full use of the CD32 within this period of time.

"Having said that, if you look at products such as Microcosm, Rise Of The Robots and Liberation, you can see that there are many people who have the talent to produce games using all the power of the CD32. And, as they say in the movies, you ain't seen nothing yet!

"We're working very closely with all the development teams and when they reach their first major obstacle we're there to help. Then when they're getting near to completion, we help them with their debugging and cut their first gold disk for them. We're a very integral part of helping to create CD32 games."

Having admitted that the CD32 has suffered from the secrecy surrounding its development, David still believes that the decision to keep it under wraps was the right one.

"Our fear was Sega or Nintendo may or may not have been able to pool resources and scupper us. Given our financial circumstances we felt it was more important to develop technology which leapfrogged our competitors. That was our White Knight - we were able to say to people, 'Look, we've got ourselves in this mess, but this is the product that is able to get us out of it.' Without this admission I don't think we'd have anywhere near the support we've had from people in the industry. I think we played it all absolutely right - we just couldn't afford to mess it up."

This seems like a good time to clear up the rumours regarding Commodore's financial position. So what happened during 1993?

"Firstly, Commodore was very heavily involved in the DOS PC market, which is an area where most people involved have lost money," confesses David. "If you look at our March quarter results you can see that we had a 30% increase in PC sales but our revenue stayed the same, so for some considerable time we weren't making any money. This meant that our real turnover as a company was maybe four or five hundred million, but our expenses were geared to supporting a billion dollar a year company.

"So we decided to get out of the PC market, which involved restructuring the company and reducing some of our out-goings. We also decide that 16-bit technology was a bit passé and that we'd concentrate solely on the A1200 and CD32, so we had to price down the A600 to enable the existing stock to be sold.

"All our financial announcements were made in May, relative to the March quarter, so we recorded a $187 million loss in total for that period. Before we announced our losses, we went to our creditors and told them what we were about do and outlined our new strategy; namely, to become a lean, mean company once again. They agreed to stand by us and since then we've reduced our losses to such an extent that by Christmas we'd become a profit-making company once again."

> **"I believe that we will become seen and acknowledged as having the number one games console in the market, certainly in terms of techno logical superiority."**
>
> **David Pleasance**
> **Commodore UK's joint MD**

The computer industry is so embroiled in the future that it's continually looking to kill off what it perceives as the weakest machine. Since the death of the Atari ST, all eyes have focussed on the Amiga, with some declaring that this may well be the machine's last successful Christmas. Not so, according to David.

"We're running an advert with about twenty to twenty five senior industry figures outlining what they think of the state of the market, and I can assure you that everything is extremely buoyant. Everything. So in spite of what some are saying, the people who are close to the Amiga know exactly what the situation is. The net result is that the market is still extremely supportive of us."

David is certain of Commodore's goals for '94. "I think that what we have to do is to consolidate our financial position and to continue to maximise our technological advantage," he reckons. "We're investing a huge amount in research and development and I think we'll strengthen our position and enhance our reputation as the number one CD-ROM producers. I believe that we will become seen and acknowledged as having the number one games console in the market, certainly in terms of technological superiority."

One of Commodore's major problems is that they're tarnished by the mistakes of last year, when new machines were launched with frightening regularity.

"It's true to say that sales have undoubtedly suffered from the A500/A500+/A600 farce," admits David, "which is a memory we're just about managing to shake off. Unfortunately, all the rumours of new machines wreak havoc - I've had people coming up to me and saying 'Well, I would buy an A1200 but I think I'm better off waiting for the A1400' - a machine that will not exist within the foreseeable future.

"I can tell you that we're working on the next two generations of CD32s, although what they'll be like and when they'll happen is another thing entirely. Although things have a habit of changing rapidly, at this point in time I can say that these machines won't be available during the next twelve months.

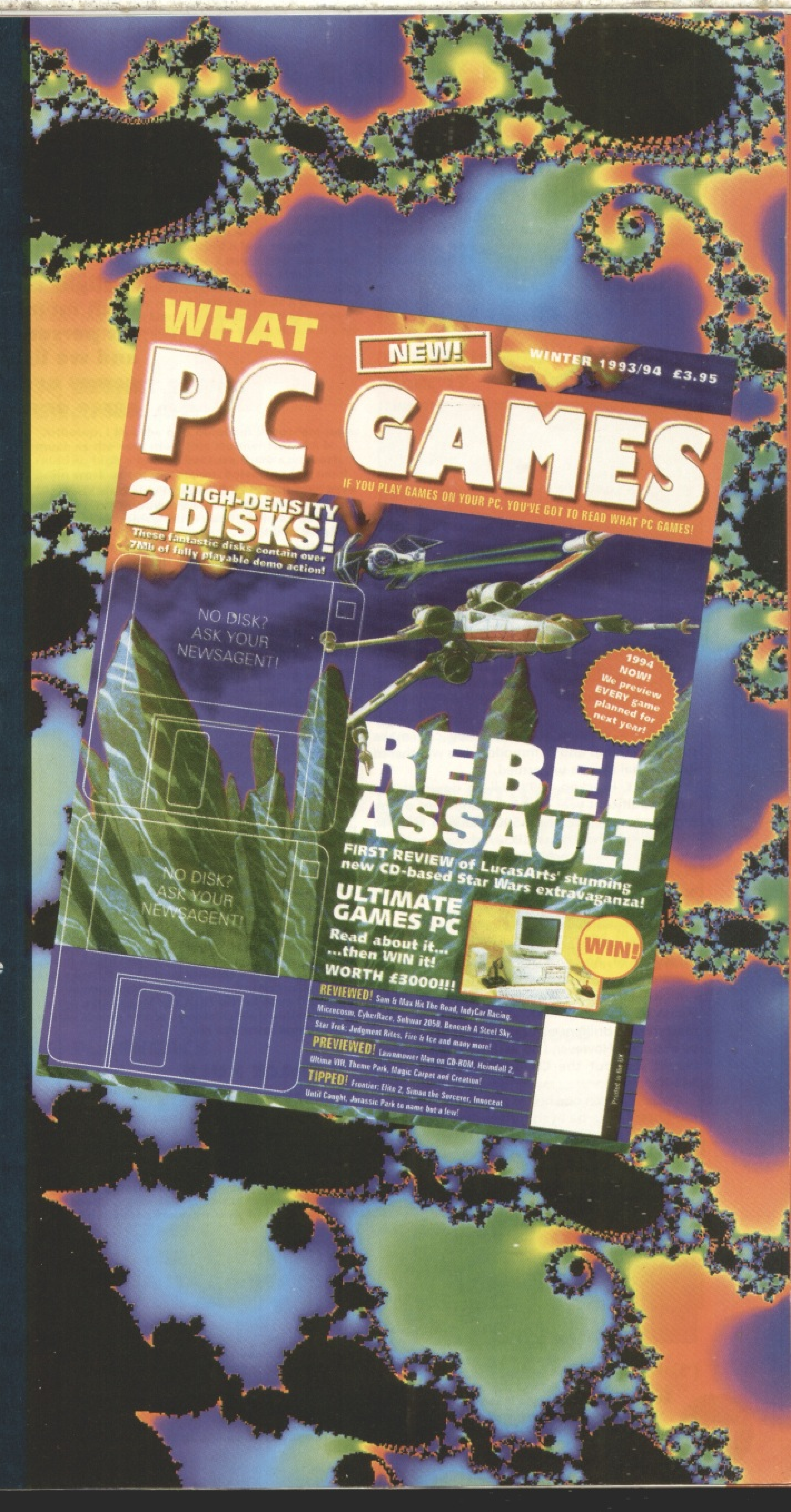
"I can absolutely, completely and utterly refute any reference to any product that is due to fall in between the A1200 and the A4000. I've had discussions as recently as last week, and although there's no doubt that the need for that kind of machine is there, the only hindrance is the price point - if I could produce a machine with that spec for less than £600 then I would but. Unfortunately, the reality is that I never will."

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RECOMMENDED SPECIAL

A slight change of format this month as each member of The One team outlines his personal Amiga Top Ten from 1993 and we list all the marks for all the games over the past year. See if you agree or not...

DAVID UPCHURCH



"Phew! Is it over already? Why, it only seems like five minutes since we were bidding farewell to '92 and raising a glass to '93. So has it been a good year? Easily, yes. The quality of the games has never been higher, the A1200's been selling quicker than they can make the damn things and Commodore has weathered its financial storms unharmed.

"In fact, I reckon 1993 will go down as the most significant year in the development of the Amiga range since the A500's launch back in 1985. Why? The Amiga CD32, of course. If the machine is actually achieving the sales that Commodore claim it is (through no fault of its appalling TV ad, I'll wager) then the future looks very rosy indeed.

"Already, with games likes Liberation and Microcosm, we're seeing just what the machine is capable of. And with superb games like these more and more people will be attracted to the Amiga fold. (I'm beginning to sound like David Pleasance here). I wish the CD32 well: the machine is a brilliant piece of kit and deserves to be a success. However, I do wish that Commodore would sort out the CD drive add-on for the A1200...

"Yup, it's been one hell of a year, and 1994 has the potential to be even better. One thing's for sure: those doom merchants who gloatingly predicted the death of the Amiga have been proved to be talking out of their joystick ports.

"By the way, has anyone seen Andrew Wright recently...?"



(1) FRONTIER: ELITE 2
GameTek

"A lot of people have written in complaining that I rated Frontier far too highly. Some even said that they thought it was crap. Look, I know it's not going to be everybody's cup of tea but 'crap'? Hardly. Even if the gameplay is too complex to appeal, it deserves praise simply for its vastness and the quality of the graphics. Anyway, I think it's superb - the best Amiga game ever - and I'll beat up anyone who says otherwise. Orlwight?"

(2) SOCCER KID
Krisalis

"I love a good platform game - and they don't come much gooder than Soccer Kid. It's beautifully crafted in absolutely every department, from sound to graphics, gameplay to difficulty. In fact, it looks so gorgeous it's hard to believe it's running on a basic A500. Stunning, Brian. Perhaps they should make 'Ver Kid' the new manager of England?"



(3) DESERT STRIKE
Electronic Arts

"Now this is a real rarity - a shoot-'em-up that requires a little, and occasionally a lot, of brains to play... plus a hyper-active trigger finger, natch. A conversion from console land, Desert Strike has been enhanced in just about every department making it even better than the Mega Drive original, something which always scores points with a rabid Amiga lover like me."

(4) SPACE HULK
Electronic Arts

"How many games do you know that have a real atmosphere of suspense and tension? Very few, I'll bet. Space Hulk is definitely one of that select band. If you can find a scarier game than this, well, you can keep it - after playing Space Hulk I have enough trouble sleeping at nights as it is. A superior blend of action and strategy, Space Hulk deserves to be in your software collection NOW!"

(5) INDIANA JONES AND THE FATE OF ATLANTIS
US Gold

"As far as I'm concerned LucasArts can do no wrong and this game maintains their well-earned reputation for quality. It would have featured more highly in my top ten if it wasn't for the ridiculous amount of disk swapping single-drive owners have to endure and the occasional s-l-o-w-n-e-s-s in crowded places. You should buy it now, partly because it's likely to be LucasArts' last Amiga game. Boo-hoo!"

(6) DUNE 2
Virgin

"Normally strategy games leave me colder than deep-frozen cod fillet, so you can imagine how suspiciously I approached Dune 2. But as it turned out it was corker; very playable and incredibly atmospheric with some excellent sampled speech. And you get to kill lots of people too. Spice mining has never been so much fun. Apparently."

(7) ALIEN BREED 2
Team 17

"All good things to those who wait, so the saying goes. And 'good things' don't get any better than this excellent sequel to the classic original. More aliens, more weapons, more levels, more action - what 'more' could you ask for? And as for those people complaining it's too easy - yeah, right. Apparently the next one will be in 3D. What's the betting they'll name it Alien Breed 3D? I can't wait..."

(8) HIRED GUNS
Psygnosis

"A bit of a departure for DMA Design from the cutesy excesses of Lemmings 2, Hired Guns scored in my book for being so damn nasty. There's a vicious thrill to be had from zapping sweet little Andrex puppies in dark passageways - but, I hasten to add, not in real life, of course. The only bad point is it's so bloody tough but - hey! - I lurve a challenge."

(9) THE LOST VIKINGS
Interplay

"Although I liked Lemmings 2 lots, I found this arcade puzzler more enjoyable to play, mainly due to its greater emphasis on arcade action than puzzles and also due to the beautifully animated Viking characters. The game also holds a special place in my heart for inspiring possibly our greatest spineline of the year - 'Norse-y but nice!' Classic."

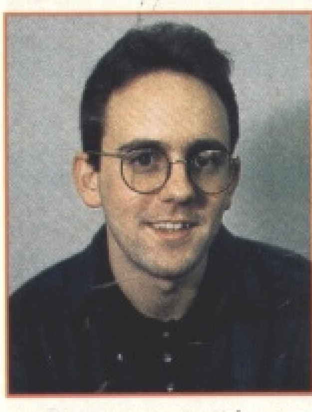


(10) SYNDICATE
Electronic Arts

"Like Hired Guns, this has a high blood-and-bodies count and is all the better for it. (Are you getting the impression that I'm a vicious little so-and-so?) The Bladerunner-ish graphics and sombre music combined with superb strategy-based gameplay made this one of this year's few games that I played all the way through to the end. Brill."



SIMON BYRON



"When we decided to write a Recommended Special Edition (Director's Cut) outlining our top ten games of 1993, I thought it would be an easy task. I like to consider myself as an arcade-y kind of games player - if you asked me whether or not I like RPGs or strategy game's I'd generally respond with the negative - and I imagined that my list would consist entirely of reaction-testing blasters. So how many RPG/strategy games make it into my personal Top Ten? Five. Embarrassing, isn't it?

"But that's not to say that we haven't had our fair share of excellent shoot-'em-ups, puzzle games and flight sims. In fact, I reckon that 1993 will go down as the best year all-round for the Amiga. We've seen a decline in crap releases (although Super Sports Challenge is the obvious exception here) offset by a remarkable amount of decent games - you only have to look at the round-up over the page for conformation of this. Which has to be a good thing. And if software publishers would only wake up to the fact that the Amiga most definitely isn't a dying format then I can only see this positive trend continuing.

"By the way, Beneath A Steel Sky isn't featured here because it's not out until January, but I'd guess that if I was able to include it then it would be either number one or number two. Can someone please remind me about it next year? Thanks."

(1) LIBERATION
Mindscape

"Possibly the most impressive release of the year, Tony Crowther and Ross Goodley's absolutely breathtaking adventure is quite simply the most absorbing game I've ever played. The Cyberpunk atmosphere is maintained brilliantly and the sheer lastability of Liberation should ensure that the CD32 sells by the bucketload."

(2) CANNON FODDER
Virgin



"Those Sensible boys just don't know when to quit, do they? Not only do they ruin any chance of us going more than an hour without sneaking over to the Amiga and challenging someone to a game of soccer, but they've also ensured that not thirty minutes go by without us going over to the Amiga and embarking on one of the most playable arcade bloodfests you're likely to come across. The gits. "

(3) DUNE 2
Virgin

"Even though the gameplay doesn't vary that much from mission to mission and a level will take you at least an hour and a half to play through, remarkably, Dune 2 never becomes boring. Not once. The speech and sound effects enhance the overall atmosphere (that word again) and the gameplay is as finely tuned as a grand piano. This beats Sim City hands down as far as I'm concerned, mainly because you get to kill people."

(4) DESERT STRIKE
Electronic Arts

"Although I like the odd mindless shoot-'em-up as much as the next man, this stunner from EA is rated so highly mainly because there's as much brain work as trigger action. Balancing the need to conserve your ammo and fuel against sweeping across the terrain guns-a-blazing elevates Desert Strike to classic status and if its chart success is anything to go by, I'm certainly not in the minority here."



(5) SPACE HULK
Electronic Arts

"I was hooked on this little beauty ever since we received the demo and thankfully the final game turned out to be even better. Space Hulk is quite possibly the scariest game you'll ever come across - it manages to sustain the tension during every single second - and the arcade action is coupled brilliantly by the strategic requirements needed to reach the latter missions."

(6) FLASHBACK
US Gold

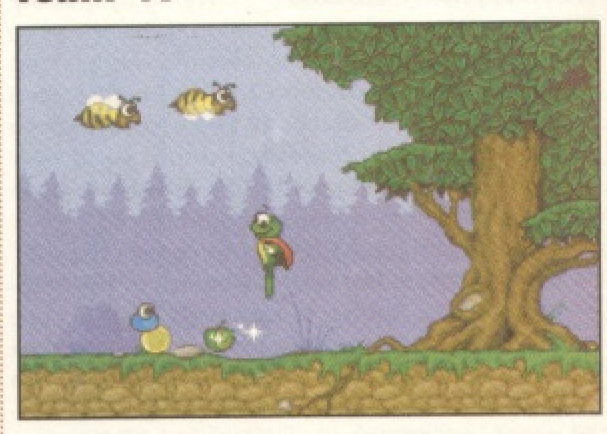
"Yes, I apologise. Back in March I proclaimed this to be the game of the year and here I am rating it as my sixth favourite. Still, this isn't a bad showing by any means and as far as arcade adventures go, Flashback is one of the slickest around. Although it is perhaps a bit too sprawling for its own good, the continuity and surprising storyline still stand up well a good nine months on."



(7) HIRED GUNS
Psygnosis

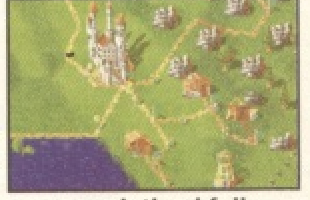
"Another RPG. Damn - I'll develop hideous acne in a minute and start spotting trains. But then again, I'm not embarrassed by being a self-confessed Hired Guns addict - the game is polished to perfection in every area and plays like a dream. Its only problem is that it's a bit too hard but if you fancy a challenge then you can't go wrong here."

(8) SUPERFROG
Team 17



"As far as I'm concerned, this Team 17 release is quite possibly their best yet. There are hideously tricky levels to negotiate but the control method is so finely-tuned that if you do end up as a Frenchman's dinner then it's through no fault of your own. What it lacks in originality it makes up for in sheer enjoyment and although some wouldn't agree with me I really couldn't care less."

(9) THE SETTLERS
Blue Byte



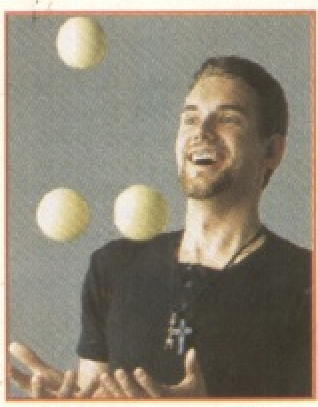
"One of the surprise hits of the year, The Settlers combines traditional 'Sim' gameplay with fantastically cute graphics. The animation of the tiny Settlers is enough to make a grown man go ga-ga and, thankfully, this is just the icing on an already tasty cake. If your the slightest bit hesitant about buying this kind of game then The Settlers should be enough to convert you."

(10) GUNSHIP 2000
MicroProse



"I nearly forgot to include this one (sorry Alien Breed 2), but on reflection Gunship 2000 has earned its place in Amiga gaming history by virtue of being one of the slickest and most fun flight sims available. The 3D game-engine is one of the fastest around and the mission and terrain designs constantly keep you on your toes. Right smart, and no mistake."

MATT BROUGHTON



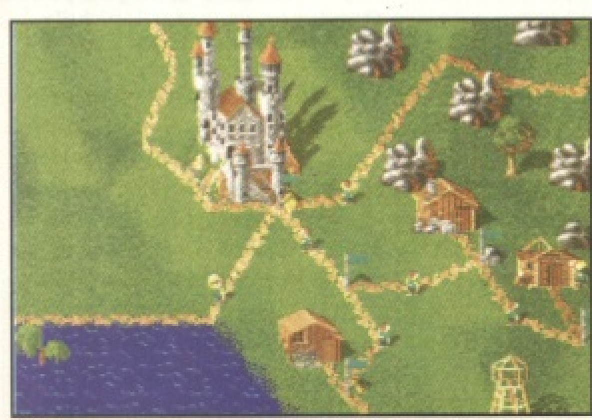
"Having started writing for The One back in June, this has to have been the most interesting year for me as far as Amiga games go. The journey from humble reader to 'man on the inside' hasn't been easy, but I think I've managed okay.

"Trying to think back over the year, the first thing that springs to mind is the number of long-awaited sequels that we've had. Elite 2, Uridium 2, Alien Breed 2, Zool 2 and Body Blows Galactic all finally made it onto the Amiga, and in honesty, I doubt we'll ever experience anything quite like Frontier's buzz again. (I hope I'm wrong, though).

"Once again the A1200 didn't receive the software it deserved, but with the launch of the magnificent CD32, perhaps now we'll start to see what the Amiga is really capable of. It seems that A1200 owners have so far had to make do with standard games, slightly tweaked with additional graphics and sound, on the shelves three or four months after the original A500 versions. Perhaps now we'll see CD32 and A1200 versions being developed together - though I've yet to be convinced that the industry will ever use the CD format as anything other than just a good way of making the same games look and sound more juicy. I hope we don't have to start reviewing games just for their intro sequences!

"And 1994? Well, the Amiga is alive and well and, from the look of things, in for another year of people saying that it's dead. Still, what do they know? Merry Christmas."

(1) THE SETTLERS
Blue Byte



"If there was ever a game bristling with character, it's this darling. I've never been as upset over a computer game as when I've had to turn off a Settlers game - killing hundreds of innocent beings going about their daily business. Apart from being a damn fine game, The Settlers has given people like you and me the chance to have a living, breathing world inside our Amigas. Just brilliant."

(2) JETSTRIKE
Rasputin

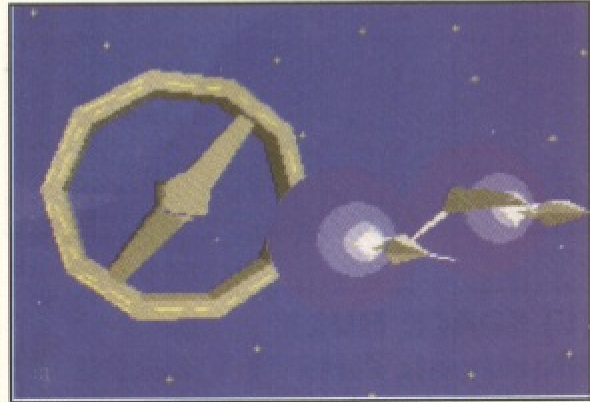
"It wouldn't surprise me if I'm the only person that ever goes on about this game, as it's the sort that only shows its brilliance once you've given it a lot of time. I particularly like it because it reminds us that games are good because of gameplay - not just because they look, sound and are marketed as if they are. Here endeth the lesson."



(3) FURY OF THE FURRIES
Mindscape

"A simple game in theory, made brilliant by some well thought out graphics, and some excellent character injections. This has all the winning qualities of Lemmings, but without being anything like it - a first in itself. Easy puzzles made playable and difficult puzzles made fun. I hope we see these guys again soon - especially the Green one!"

(4) FRONTIER: ELITE 2
Gametek



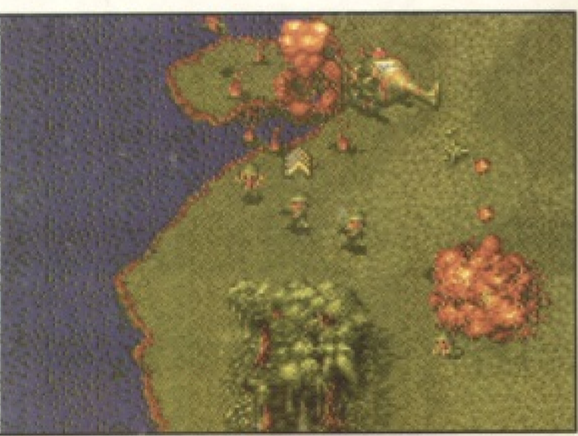
"1993 was without a doubt Frontier year, and the incredible number of calls we received only hinted at just how well the game would do. Although the final product was spoilt with silly bugs, it still has to be credited for its value for money - being the sort of game that you could explore forever. It's also meant that I've managed to meet an old hero of mine, David Braben, not to mention being 'forced' to play it to write the Player's Guide!"

(5) FLASHBACK
Delphin

"The Settlers may have bulged with character, but as far as I'm concerned, nothing can touch Flashback in terms of realism and atmosphere. For a while, I was Conrad, and I did roll, jump and shoot at nasty things. Whereas most games rely on fantasy for their success, Flashback took you to a real alternative world - and then left you there. Incredible!"

(6) CANNON FODDER
Virgin

"Out the window with atmosphere and plot, and in with sheer fun and exquisite game play. Cannon Fodder has all the trademarks of a classic, with an excellent variation of an old idea. What could be more fun (and less humane) than running around killing soldiers and blowing up houses? See, you can't think of anything! Nor could Sensible Software, and thank Zod for that."



(7) SYNDICATE
Bullfrog

"Back in the world of atmosphere, Syndicate scores in a similar way to Flashback, by holding the illusion perfectly. Most games fail to hold their plot because of flaws in the world around it, but wandering around the intrigue-filled cities of Syndicate was as good as being there. And, of course, my violence award of 1993 goes to the flame thrower victims. Toast anyone?"

(8) SPACE HULK
Electronic Arts

"There aren't many games that have made me physically sweat (in fact I think the last thing that did that was the footstep noise in Dungeon



Master) but Space Hulk did this and more. With creepy sound effects and a perfect claustrophobic atmosphere - I really was stuck down a corridor with two dead mates and a ship full of aliens. Panic like never before."

(9) INDIANA JONES AND THE LOST FATE OF ATLANTIS (Adventure)
LucasArts

"As far as I'm concerned, this was best adventure on the Amiga in 1993 - and second ever to Legend of Kyrandia (Malcolm is just the best!). An excellent adventure, with some clever ideas, made even better by the choice of 'paths', although slightly hindered by its speed and disk swapping problems. Nonetheless, a classic in Amiga adventuring."

(10) DUNE 2
Virgin

"The sort of game to be played over a number of months, Dune 2 took strategy and planning to a new height. It teases you with the promise of new toys as you progress, whilst keeping the mixture of action and strategy at a constant level. Not the sort of thing you can do justice to unless you've got a decent number of hours to dedicate to it. Fortunately, I have. Fortunately, I did."

THE COMPLETE RECOMMENDED

Here it is - every original game reviewed during 1993 (over 150 of them!). It all makes for interesting reading, wouldn't you agree?

JANUARY

Street Fighter 2	US Gold	89%
Indiana Jones and the Fate of Atlantis	US Gold	88%
KGB	Virgin	86%
Krusty's Super Funhouse	Acclaim	84%
Robosport	Ocean	80%
Tearaway Thomas	Europress	78%
Waxworks	Accolade	78%
TV Sports Boxing	Mindscape	76%
Alien 3	Acclaim	74%
Cytron	Psygnosis	72%
UGH!	Global	71%
Cool World	Ocean	62%
Gobliins 2	Coktel Vision	47%
Leeds Utd Champions!	CDS	18%

FEBRUARY

The Chaos Engine	Renegade	85%
Nick Faldo's ChampionshipGolf	Grandstand	85%
Sleepwalker	Ocean	84%
Ragnarok	Mirage	82%
Historyline 1914-1918	Blue Byte	81%
Darkseed	Cyberdreams	80%
Trolls	Flair	80%
Dalek Attack	Admiral	65%
WWF European Rampage	Ocean	46%
AV8B Harrier Assault	Domark	41%
Dragon's Lair 2	Empire	38%
Euro Soccer	Flair	26%
Joe & Mac Caveman Ninja	Elite	22%

MARCH

Flashback	US Gold	93%
Body Blows	Team 17	92%
Lemmings 2	Psygnosis	91%
Lionheart	Thalion	91%
Universal Monsters	Ocean	84%
Walker	Psygnosis	81%
Exodus	Global	71%
Creatures	Thalamus	69%
Transarctica	Silmarils	67%
Crystal Kingdom Dizzy	Codemasters	63%

APRIL

Desert Strike	Electronic Arts	93%
Superfrog	Team 17	93%
Arabian Nights	Krisalis	90%
Combat Air Patrol	Psygnosis	89%
Chuck Rock 2	Core Design	86%
Prime Mover	Psygnosis	78%
Abandoned Places 2	ICE	77%
Space Crusade: The Voyage Beyond	Gremlin	77%
A-Train	Maxis	75%

MAY

B17 Flying Fortress	MicroProse	84%
Beavers	Grandslam	84%
Nippon Safes Inc.	Global	83%
Scrabble	US Gold	82%
Sink Or Swim	Zeppelin Premier	80%
Championship Manager '93	Domark	80%
Graham Gooch Cricket	Audiogenic	65%
Cohort 2	Impressions	63%
Tom Landry Strategy Football	Merit	58%

JUNE

Goal!	Virgin	91%
The Lost Vikings	Interplay	90%
Worlds Of Legend	Mindscape	89%
The Ancient Art of War in the Skies	Microprose	79%
Woody's World	Global Software	79%
Human Race: Jurassic Levels.	Mirage	78%
Morph	Millennium	77%
Super Cauldron	Titus	59%
Firehawk	Codemasters	59%
Entity	Loriciel	52%
International Rugby Challenge	Domark	37%

JULY

Dune 2	Virgin	90%
Gunship 2000	MicroProse	90%
Syndicate	Electronic Arts	88%
Ishar 2	Silmarils	86%
B.A.T. 2	UBI Soft	84%
One Step Beyond	Ocean	83%
War In The Gulf	Empire	82%
A320 Airbus U.S.A.	Thalion	81%
D-Day	US Gold	64%

AUGUST

Battle Isle '93	Blue Byte	89%
Deep Core	ICE	81%
Beastlord	Grandslam	80%
Campaign	Empire	80%
Galactic Warrior Rats	Alternative	80%
Universal Warrior	Zeppelin Platinum	80%
Sim Life	Mindscape	74%
1869	Flair	71%
Global Gladiators	Virgin	68%
Nicky 2	Microids	66%
Whale's Voyage	Flair	51%

SEPTEMBER

Soccer Kid	Krisalis	93%
Hired Guns	Psygnosis	91%
Premier Manager 2	Gremlin	90%
Yo! Joe!	Play Byte	84%
The Patrician	Ascon	82%
Mean Arenas	ICE	81%
Blades Of Destiny	US Gold	73%
Diggers	Millennium	70%
Blob	Core Design	67%
International Open Golf Challenge	Ocean	51%
Jocky Wilson's Darts	Zepplin Platinum	49%
Fistfighter	Zepplin Platinum	36%
Napoleonics	CCS	23%
Super Sport Challenge	Microids	14%

OCTOBER

Space Hulk	Electronic Arts	91%
Jurassic Park	Ocean	89%
Micro Machines	Codemasters	89%
Overkill	Mindscape	89%
Alfred Chicken	Mindscape	86%
Gearworks	Software Business	84%
F17 Challenge	Team 17	84%
Disposable Hero	Gremlin	83%
Blastar	Core Design	81%
Bob's Bad Day	Psygnosis	80%
Burning Rubber	Ocean	78%
European Champions	Ocean	71%
Thomas the Tank Engine 2	Alternative	56%
Huckleberry Hound	Alternative	17%

NOVEMBER

Frontier: Elite 2	Gametek	96%
Beneath A Steel Sky	Virgin	93%
Uridium 2	Renegade	91%
Brutal Sports Football	Millennium	88%
Qwak!	Team 17	88%
Wiz 'n' Liz	Psygnosis	86%
Overdrive	Team 17	83%
Donk!	Supervision	80%
Oscar	Flair	79%
Turrican 3	Renegade	79%
Theatre Of Death	Psygnosis	74%
Cardiaxx	Team 17	66%
Dogfight	MicroProse	62%

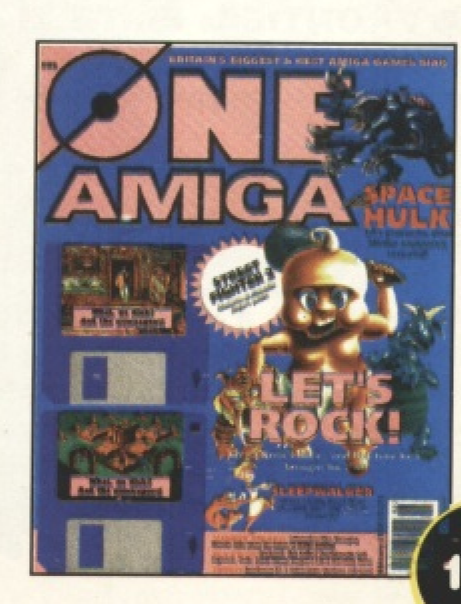
DECEMBER

Liberation: Captive 2	Mindscape	94%
Cannon Fodder	Virgin	93%
Alien Breed 2	Team 17	91%
Stardust	Daze	91%
The Settlers	Blue Byte	90%
Body Blows Galactic	Team 17	87%
Second Samurai	Psygnosis	87%
Wonder Dog	Core Design	84%
Star Trek	Interplay	83%
Globdule	Psygnosis	82%
Perihelion	Psygnosis	82%
F-117A Stealth Fighter	MicroProse	80%
Magic Boy	Empire	79%
Kingmaker	US Gold	67%
Cyberpunks	Core Design	53%
Suburban Commando	Alternative	45%









Next Month

With David Upchurch.

Hi, David the Editor here. Normally it's Simon the Deputy who does the Next Month! page but this issue I've decided to take over the reigns. You see, I've been less than happy with his performance over the last few months.

Oh, there's been nothing wrong with his writing - it was probably very entertaining, especially if you have the IQ of a four-year-old goat. No, the problem lies with his accuracy. Basically, he's been lying. And worse, he's been lying to you, my beloved readers.

I've been studying his so-called 'Next Month page' and have found it to be full of fallacies, errors and, on occasion, sheer made-up rubbish. Take last month, for example. Simon (or Simski as he decided to rename himself) promised you a review of Hero Quest 2 this month, but where is it? Nowhere to be seen.

So now I'm here to put things straight. Obviously it's difficult getting the facts right about what's going to appear in the next issue so I've decided, after much thought, to tell you what was in the last issue. That way I can be sure of giving you 100% accurate information. That should put an end to the letters of complaint.

December issue was on sale 28th November 1993. As good now as it ever was.



HERO QUEST 2 - More than likely.

LAST MONTH!

With David Upchurch.

If you thought this Xmas special issue was good, you should've seen last month's! We had a whole goody bag of excellence waiting for you. Just feast your eyes on this little lot...

● HEIMDALL 2!

Yes! In a complete and utter world exclusive we took the wraps off Core Design's stunning sequel in this, the first instalment of a major three-part Work In Progress, the second of which you read this month!

● LIBERATION!

It's the game they were all talking about! Mindscape unveiled their incredible CD32-only RPG! It was a corker!

● FRONTIER: ELITE 2!

Maybe, just maybe, we might have reviewed this last issue! Or, then again, it might have been the month before. You'll just have to not wait and see.

● DISKS! DISKS! DISKS!

Could you believe it? Alien Breed 2, Brian the Lion and Bob's Bad Day were all on last month's incredible disks!

Wasn't that a lot better? None of Simon's usual rubbish. If he was doing it he'd probably be saying things like "Ooh, we might have an exclusive demo of Rise Of The Robots, the brilliant new beat-'em-up from Mirage." Or "Ummm, there'll probably be a review of Darkmere, the long-awaited isometric adventure from Core." Or "Look out for the full review of the finished version of Seek & Destroy." But you didn't get any of that guff from me.

Ta-ta for now.



SEEK & DESTROY - P'raps.



RISE OF THE ROBOTS - Maybe.



HEIMDALL 2 - Definitely.



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